BONUS ISSUE 1996

NINTENDO POWER®

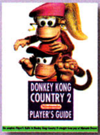
HAPPY
NU
YEAR

JANUARY VOLUME 80

LAP 1/3
Nintendo
8th
NINTENDO
ULTRA
64

SUPER MARIO
RESS
TART
LAPTIME
LAP 3
RANK 2/5
SPEED 136 km/h
SPEED
13 km/h
SEA LEVEL
105 m
NINTENDO
ULTRA 64
Nintendo
B
A

NOT SINCE YOUR PRIZED COLLECTION OF TOENAIL CLIPPINGS HAVE YOUR FRIENDS BEEN SO TERRIFIED OF YOU.



Subscribe now to *Nintendo Power*® and have the competition shakin' in their boots. First, the jars and jars of toenail clippings, and now, a tip-filled subscription. You'll also be getting a free Donkey Kong Country 2 Player's Guide. And it only gets more hair-raising for the cheeky little monkeys. There are moves you can do with Dixie's ponytail that you'll only learn from the experts at *Nintendo Power*. You'll get all the insider tips that will help you find bonus areas and programmer codes that will reveal hidden surprises. Plus maps and tips that'll make you king of the jungle. • Now, put aside your cherished collection and call ***1-800-255-3700*** for your subscription to *Nintendo Power*. Hey, it's only $18 bucks a year, and with this year's advanced technology and unmatched 16-bit software, you don't want to be left clueless and unskilled. *Nintendo Power* brings you the most extensive Nintendo® video game coverage so you can choose the games that are right for you. Plus, no other mag will have the info from the inside on the NU 64. Got that? *Nintendo Power* will be there with revolutionary NU 64 graphics, and will clue you in on every game available for the new system. So, put down the clippers, put your sock back on, and fill out the card below, or just call for the latest issue of *Nintendo Power*. It's time to get a new hobby.

NINTENDO POWER
DKC2

It's a
New Year!
NU

The Nintendo 64 Debuts 20

You've seen the system and the controller, now check out the stunning games for the Nintendo Ultra 64. The Power editors dropped in on Tokyo's Shoshinkai trade show for an in-depth preview of the most anticipated video game system for 1996.

Contents

Volume 80 January 1996

Full Coverage

Earthworm Jim 2 10
Revolution X 34
Doom Troopers 42
Scooby Doo 59
PGA Tour '96 64
Jack Bros. 82
Tetris Blast 84
Frank Thomas Baseball 90

Take 2 Review

The Getaway 88

Special Features

Nintendo 64 Debuts 20

Epic Center

Breath of Fire 2 50
Epic Strategies 54
Epic News 58

Every Issue

Player's Pulse 6
Power Charts 8
Classified 72
Counselors' Corner 94
Arena 98
Now Playing 101
Pak Watch 106
Player's Poll Contest 112
Next Issue 114

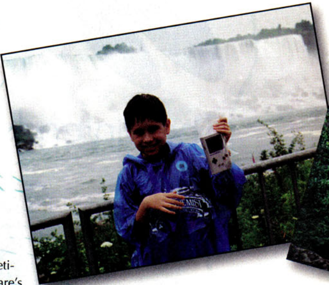
Earthworm Jim 2 10

Revolution X 34

Doom Troopers 42

PLAYER'S PULSE

Responses to our request for dream game ideas continue to come thick and fast. Lots of readers want Zelda, Final Fantasy, EarthBound and Super Metroid sequels. Here are some other excellent, creative and just plain weird concepts from our readers.



Gee, Wished I Had Thought of That

I've got a great idea for a game based on a movie!! It stars Jean-Claude van Damme and Raul Julia. It's called Street Fighter. It's action packed and . . . wait a minute . . . never mind.

Mike Bruno
Marlton, NJ

Painting for a Sequel

I hope to see a sequel to a classic non-game: Mario Paint!!! A sequel with many upgrades to the original options and many new activities such as color mixing, new animation choices, and possibly a few more different beats to the awesome music option would be great!

Jeremy Devorkin
Austin, TX

Book 'Em

Why not create a game from a great novel? I suggest the Dragonlance Saga by Margaret Weis and Tracy Hickman for a new RPG because of its twisted plot and great characters! This game would be a tough competitor with Square's Chrono Trigger and Final Fantasy series!

Cathy Chen
Plano, TX

My Hero . . . Me!

A game should be made going through the inside of a Super NES, NES, Virtual Boy or Game Boy. Around every chip you would face the biggest and slimiest villains from all of the top games. On top of all that it could be 3-D.The goal of my dream game is to find the problem in the system just like a repair guy or gal would. On the way through the system you could find wrenches and other tools. The hero is me, cause I think that most Nintendo Power readers would love to be in a game.

Jayne Lorenz
Syracuse, NY

Get a Lego Up

I was building with my Legos and I thought that you could make a Lego video game like Sim City. You would pay small amounts of money to buy different-sized bricks to build a hotel or house.

Robert Sharkey
Bonita Springs, FL

Flash Forward

A continuation of the Flashback game. In my opinion, this is the best game for the Super NES.

David Bredehaft
Lake Charles, LA

Alternate Universe

I have always thought an interesting game would be an alternate video game universe. The basic idea is to create a game in which characters from one game are trapped in another and they have to make their way back to the real video game world in which they belong.

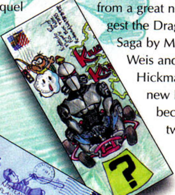
Dave DellaVecchia
Philadelphia, PA

School of Hard Knocks

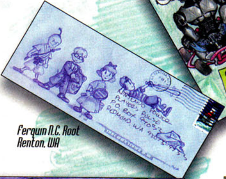
I think you should make a Super Punch-Out!! 2, with new challengers and more moves for the player, and harder circuits.

Scott McDonough
St. Louis, MO

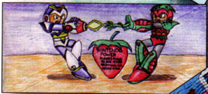
ENVELOPE ART SHOWCASE



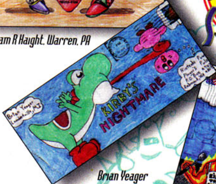
Braeclen Shosa, Mount Vernon, WA



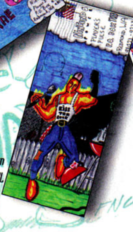
Ferquin N.C. Root Renton, WA



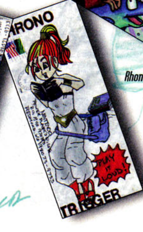
Adam R Haight, Warren, PA



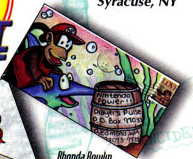
Brian Yeager Lambertville, MI



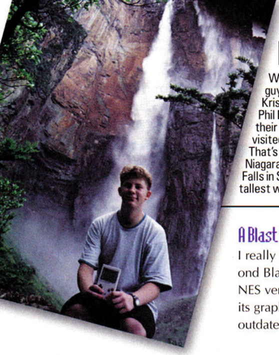
Luis Runciman Gainesville, FL



Chris Noland Everett, WA



Rhonda Bowlin Dalzell, SC



POWER FALLS

What's with the wet look, guys? Nintendo Power readers Kris Roy of Wheaton, Illinois, and Phil Black of Hinsdale, Illinois, took their Game Boys along when they visited waterfalls this summer. That's Kris dripping in front of Niagara Falls and Phil next to Angel Falls in South America—the world's tallest waterfall!

A Blast from the Past

I really would like to see a second Blaster Master game. The NES version was awesome, but its graphics capabilities are way outdated.

Bryon Aspenlieder
Kalispell, MT

Come Fly with Me

Koei's Aerobiz Supersonic. First, lots of extra cities could be added. Then, a bunch of new planes should be added. As an additional feature, the game would allow you to start Frequent Flyer programs to increase travel in large cities and hubs.

Joshua Chlapek
Temple, TX

EXTRA FUN FOR
PLAYER'S POLL CONTEST WINNER!

Action! Roll 'em! Volume 69 Player's Poll Grand Prize winner Seth Montgomery of Topeka, Kansas, traveled to Orlando, Florida, to be an extra on seaQuest DSV, courtesy of NP and T•HQ. The super-nice crew treated Seth like a star, and even gave him his own dressing trailer! Decked out like an undersea farmer, Seth plucked oranges while series star Jonathan Brandeis strolled by. The trip was perfect for Seth, a confirmed seaQuest freak and aspiring actor.

Another future Emmy winner of America hard at work!

"Mr. Montgomery! You're needed on the set!"

3
SETH MONTGOMERY

Seth listens to an assistant director. Because the scene was shot out of season, prop workers had to paint the green oranges the proper color!

Seth, Jonathan and Nintendo Power Volume 77. Our intrepid reporter informs us that immediately after this shot was taken, Seth and Jonathan tore open the issue to find the secret to 999 1-ups in Yoshi's Island.

NINTENDO POWER

Publisher
M. Arakawa
Editor-in-Chief
Gail Tilden
Producer
Yoshio Tsuboike
Senior Editor
Leslie Swan
Senior Writer/Editor
Scott Pelland
Staff Writers
Kent Miller
Terry Munson
Paul Shinoda
Contributing Writer
Tom Wharton
Editorial Consultants
Howard Lincoln
Peter Main
Phil Rogers
Juana Tingdale
Jeff Bafus
Cover Design
Griffes Advertising
Editorial Assistants
Chris Cameron
Todd Dyment
Todd Gardiner
Production Coordinators
Nancy Ramsey
Machiko Oehler
Kim Moore
Art Director
Hiroko Nagami
Concept & Design
V DESIGN
Yoshi Orimo
Katsuyuki Asanuma
Jeff Hazard
Sonja Morris
Ritsuko Yamaji
Hiroshi Nakae
Marty Pappas
Scott Douwes
Brandon Baltzell
Illustrators
V-DESIGN
Prepress Supervisor
Jay Wergin
Electronic Prepress/Design
Tim Anderson
James Catechi
Karl Deckard
Billy Noland
Michael Northam
Michael d. Sinkula
David Wharton
Van Williams

VOLUME 80 - JANUARY 1996
Nintendo Power is published by Nintendo of America Inc. Nintendo Power is published at $59.40 per year in the U.S.A. ($71.40 in Canada) only by Nintendo of America Inc., 4820-150th Ave. N.E., Redmond, WA 98052.

© 1995 by Nintendo of America Inc. All rights reserved. Nothing that appears in Nintendo Power may be printed in whole or in part without express written permission from Nintendo of America Inc., copyright owner. Printed in the U.S.A. NINTENDO IS A REGISTERED TRADEMARK OF NINTENDO OF AMERICA INC. TM & © for games and characters are owned by the companies who market or license those products.

POWER CHARTS

Ever wonder what's popular with players around the world? Then check out our list of the top games in Japan! Meanwhile, Killer Instinct remains firmly atop the Power Charts, thanks to your votes in the Player's Poll Contest. Be sure to make your voice heard by sending your entry today.

SUPER NES TOP 20

	GAME	COMPANY	LAST MONTH	MONTHS ON CHART
1	KILLER INSTINCT	Nintendo	1	7
2	CHRONO TRIGGER	Square Soft	2	6
3	DONKEY KONG COUNTRY 2: DIDDY'S KONG QUEST	Nintendo	4	3
4	MORTAL KOMBAT 3	Willliams	11	4
5	SUPER MARIO WORLD 2: YOSHI'S ISLAND	Nintendo	5	4
6	THE LEGEND OF ZELDA: A LINK TO THE PAST	Nintendo	6	48
7	DONKEY KONG COUNTRY	Nintendo	3	15
8	SUPER METROID	Nintendo	9	21
9	FINAL FANTASY III	Square Soft	8	13
10	SECRET OF EVERMORE	Square Soft	Not Ranked	4
11	EARTHWORM JIM 2	Playmates	13	3
12	WWF WRESTLEMANIA: THE ARCADE GAME	Acclaim	New	1
13	DOOM	Willliams	17	6
14	SUPER MARIO KART	Nintendo	Not Ranked	34
15	NHL '96	EA Sports	20	2
16	KEN GRIFFEY JR. PRESENTS: MLB	Nintendo	10	21
17	MORTAL KOMBAT II	Acclaim	11	15
18	CIVILIZATION	Koei	New	1
19	EARTHBOUND	Nintendo	18	7
20	MEGA MAN X3	Capcom	New	1

MOST WANTED

1. NINTENDO ULTRA 64
2. KILLER INSTINCT (NU 64)
3. MORTAL KOMBAT 3 (NU 64)
4. CRUIS'N USA (NU 64)
5. SUPER MARIO RPG
6. DOOM (NU 64)
7. VIRTUAL BOY
8. MORTAL KOMBAT 3
9. DONKEY KONG COUNTRY 2: DIDDY'S KONG QUEST
10. WWF WRESTLEMANIA: THE ARCADE GAME

GAME BOY TOP 10

	GAME	COMPANY	LAST MONTH	MONTHS ON CHART
1	THE LEGEND OF ZELDA: LINK'S AWAKENING	Nintendo	1	33
2	DONKEY KONG LAND	Nintendo	2	12
3	KILLER INSTINCT	Nintendo	5	2
4	MORTAL KOMBAT 3	Willliams	New	1
5	WARIO LAND: SUPER MARIO LAND 3	Nintendo	Not Ranked	18
6	METROID II: RETURN OF SAMUS	Nintendo	6	49
7	SUPER MARIO LAND 2: 6 GOLDEN COINS	Nintendo	7	39
8	DEFENDER/JOUST	Nintendo	New	1
9	NBA JAM TOURNAMENT EDITION	Nintendo	New	1
10	KIRBY'S DREAM LAND 2	Nintendo	Not Ranked	6

JAPAN'S Top 5

1. SECRET OF MANA 3
Square Soft
2. SUPER MARIO WORLD 2: YOSHI'S ISLAND
Nintendo
3. WORLD SOCCER 2
Konami
4. MARIO'S SUPER PICROSS
Nintendo
5. SUPER ROBOT WORLD
Ban Presto

VIRTUAL BOY TOP 5

	GAME	COMPANY	LAST MONTH	MONTHS ON CHART
1	WARIO LAND	Nintendo	4	3
2	GALACTIC PINBALL	Nintendo	2	3
3	GOLF	Nintendo	New	1
4	MARIO'S TENNIS	Nintendo	1	3
5	RED ALARM	Nintendo	5	3

LETTERS, CONTINUED...

Chrono Crazy

I would like to know if you will publish a Player's Guide for the hit RPG Chrono Trigger. I think it would really help players get through this massive game. I really look forward to buying Chrono Trigger when it makes its way to video game stores, although I'm not exactly an RPG fanatic. The characters designed by Mr. Akira Toriyama look very cool. Also, the game's graphics are really impressive. I visited a friend playing a Japanese version of Chrono Trigger. What I saw was detailed backgrounds and character graphics, not the block backgrounds and pixel-like characters in traditional RPGs. Oh, and I LOVE the battle scenes. Not that I love violence, but the weapon and tech attacks (especially Crono's Cyclone Attack) look just superb. To sum it all up, I would say that I WANT CHRONO TRIGGER!

Peggy Wong
Scarborough, Ontario

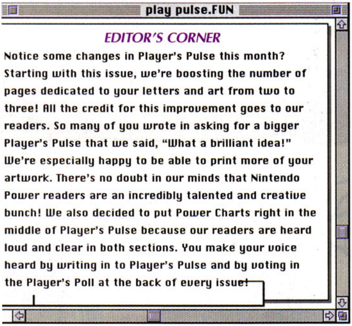
Your wish is our command, Peggy. The new Chrono Trigger Player's Guide is hot off the presses. You can pick one up at most stores that carry Nintendo products or order direct by using the coupon in the back of this issue.

Chip Shot

I hate to break it to you, but you don't need a Super FX chip icon in your Head to Head table in Now Playing. The fact is, Super FX games just aren't common enough to merit their own icon. It's kind of like making an icon for games with Mario in them! I think's its safe to assume that if you make a game completely out of polygons, people are going to know it's an FX chip game.

Gavin Harman
Ontario, Canada

Intriguing point, Gavin, but did you know that creative game-designers put the Super FX chip to other uses? For example, in Yoshi's Island, the Super FX chip allowed Mr. Miyamoto and his team to make the huge bosses and morphmation effects.



play pulse.FUN

EDITOR'S CORNER

Notice some changes in Player's Pulse this month? Starting with this issue, we're boosting the number of pages dedicated to your letters and art from two to three! All the credit for this improvement goes to our readers. So many of you wrote in asking for a bigger Player's Pulse that we said, "What a brilliant idea!" We're especially happy to be able to print more of your artwork. There's no doubt in our minds that Nintendo Power readers are an incredibly talented and creative bunch! We also decided to put Power Charts right in the middle of Player's Pulse because our readers are heard loud and clear in both sections. You make your voice heard by writing in to Player's Pulse and by voting in the Player's Poll at the back of every issue!

WRITE AWAY RIGHT AWAY!

What do you think of the changes we've made to Nintendo Power for '96?

NINTENDO POWER PLAYER'S PULSE
P.O. BOX 97033
REDMOND, WA 98073-9733

PHONE DIRECTORY

NINTENDO POWER SUBSCRIPTIONS & CONSUMER SERVICE

1-800-255-3700
(1-800-422-4281 TDD)
6 a.m-9 p.m. Pacific time,
Monday-Saturday
6 a.m.-7 p.m. Sunday
French- and English-speaking representatives are available.

TALK TO A GAME COUNSELOR

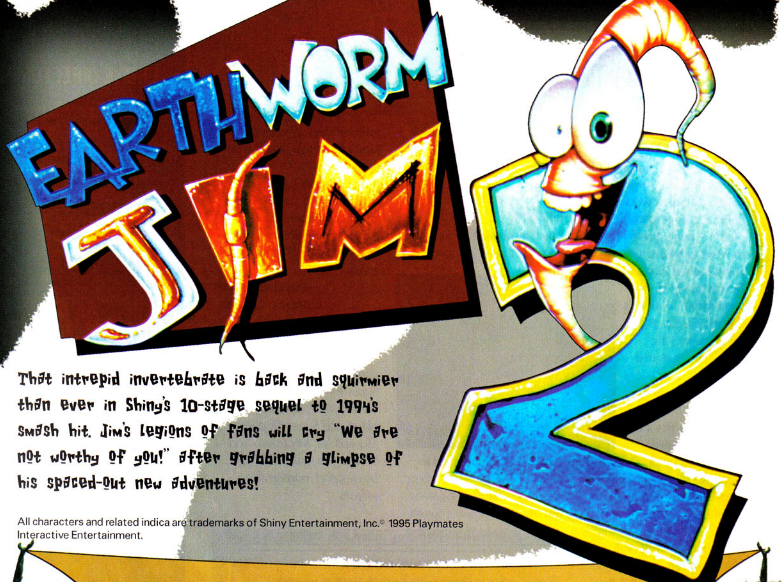
1-900-288-0707
U.S. 95¢ per minute
1-900-451-4400
Canada $1.25 per minute
(1-206-883-9714 TDD)
6 a.m.-9 p.m. Pacific time,
Monday-Saturday
6 a.m.-7 p.m. Sunday
French- and English-speaking representatives are available. Callers under age 18 need to obtain parental permission to call.

POWER LINE

1-206-885-7529
Lots of pre-recorded help:
Any Super Mario game for the Super NES or NES, including Yoshi's Island, also any Zelda game, Killer Instinct, Mortal Kombat II, Mortal Kombat 3, EarthBound, Illusion of Gaia, Super Metroid, Secret of Evermore, Breath of Fire, Breath of Fire 2, Chrono Trigger, Final Fantasy III, Donkey Kong Country, Donkey Kong Country 2, Donkey Kong Land, and Super Punch-Out!!
Also:
News about hot new games, the NU 64 & other cool stuff.
This call may be long distance, so before you call, be sure to get permission from whoever pays the bill.

MODEM INTO THE SOURCE

Nintendo Power Source on America Online
To sign up: 1-800-827-6364, Ext. 12386
To access the Source: Keyword NINTENDO
Nintendo Power on the Internet
WWW. NINTENDO.COM
e-mail: Nintendo@Nintendo.com

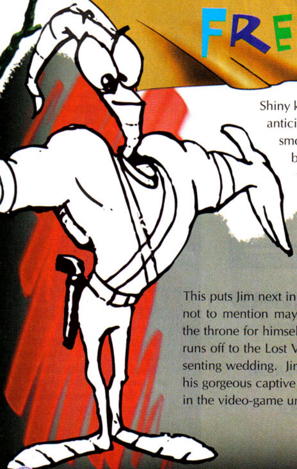


EARTHWORM JIM 2

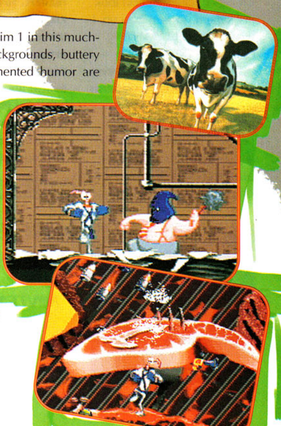
That intrepid invertebrate is back and squirmier than ever in Shiny's 10-stage sequel to 1994's smash hit. Jim's legions of fans will cry "We are not worthy of you!" after grabbing a glimpse of his spaced-out new adventures!

All characters and related indica are trademarks of Shiny Entertainment, Inc.© 1995 Playmates Interactive Entertainment.

FREAKY FAUNA



Shiny kept the terrific features of Earthworm Jim 1 in this much-anticipated sequel. The richly detailed backgrounds, buttery smooth animation and, best of all, demented humor are back. EWJ 1 fans will recall that with the aid of his super spacesuit, Jim rescued the gorgeous Princess What's-Her-Name from the clutches of that intergalactic bounty hunter, Psy-Crow. This go-round, Jim has successfully wooed and won the fair maiden. This puts Jim next in line to be Monarch of the Galaxy, not to mention mayor of Carmel, California! Seeking the throne for himself, Psy-Crow nabs the princess and runs off to the Lost Vegas system for a quick, non-consenting wedding. Jim must pursue the beastly bird and his gorgeous captive through some of the weirdest planets in the video-game universe.

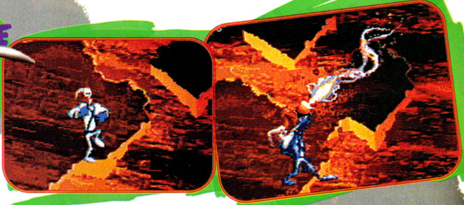


NEW STUFF

The gang down at Shiny practically had to use a crowbar to cram all the new goodies into this game! The wondrous worm-guy will go excavating in a mine, herd a balloon and save tumbling puppies with a giant marshmallow. New artillery in Jim's arsenal includes the useless but way cute bubble gun and the wide-angle three-finger gun. Instead of remembering passwords, all you need to do is grab a worm flag, earth flag, Jim flag and television in each stage.

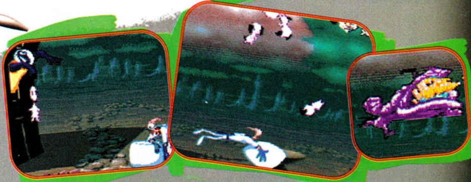
MINE, OH MINE

Jim finds himself deep underground, but fear not. After all, worms like dirt! His truly amazing plasma blaster becomes a combo dirt digger/maggot masher. The earthworm will move lots of dirt as he winds his way to fresh air.



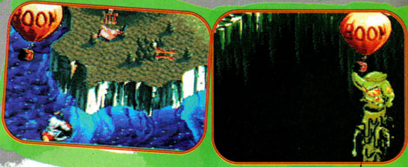
PETE'S REPEAT

This go-round, Pete travels to Nowhere City in a bid to rescue his precious pups from that cruel dog-tosser, Psy-Crow. Pete's still playing his Jekyll-and-Hyde routine. If four of Pete's pups go splat, he'll transform into a ravenous, worm-eating bowser!



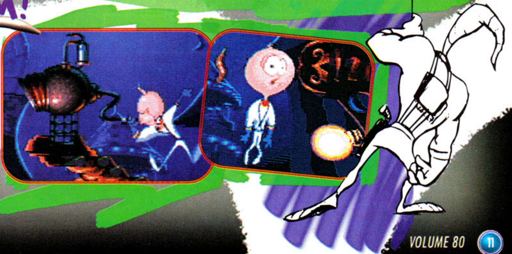
BALLOON GO BOOM

Major Mucus rules his planet with a slimy fist, but Jim decides to pick a fight anyway. Our hero jumps aboard his trusty pocket rocket and nudges a balloon bomb to the Major's crater.



GEE, SWELL, JIM!

Jim decides to eliminate the middleman and become a balloon himself. He gets a swelled head while infiltrating the Circus of the Scars, run by his familiar foe, Evil the Cat. Step right up! See the Elephant Man! Try the shooting gallery! Ride the Tilt-a-Whirl! Lose your lunch!

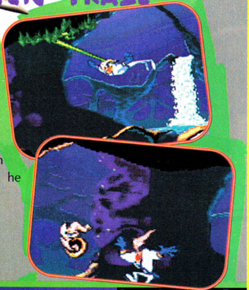


TANGERINES

EWJ 1 fans will recall Bob, the goldfish with the personality of a piranha! Along with his hulking hench-cat, #4, Bob likes to summer on this planet filled with homicidal octopi and plump pigs.

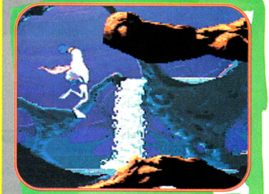
THE LONG GREEN TRAIL

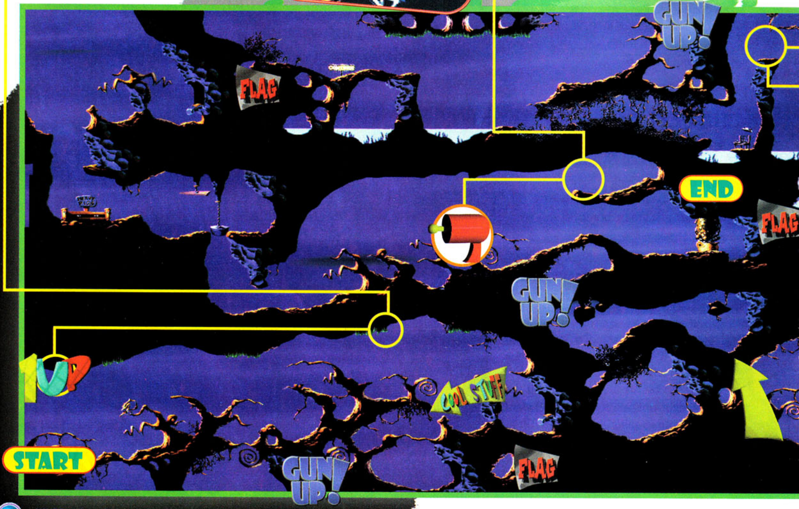
Grab a 1-up with the help of Jim's pal, Snott, who's hitching a ride in Jim's backpack. From the start point, head to the right until a slimy branch is within reach. Now go left while pressing the B Button twice. Snott will shoot out and grab the ceiling. Continuing his leftward journey, Jim should keep up the Tarzan act until he grabs the 1-up.



PLENTY OF PLASMA

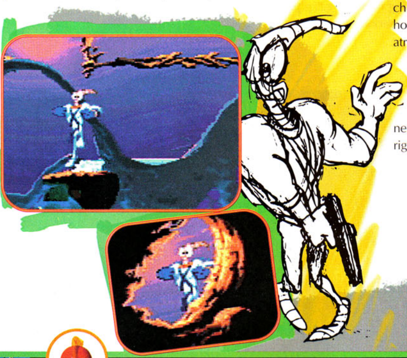
Whoa there, pardner! Don't be so hasty to reach the end of this stage. Instead, jump onto this ledge to activate a circle of stars. Go back a few steps toward the pig scale. You'll find four plasma-blaster icons, worth 1,000 rounds of ammo!





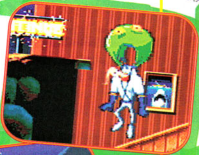
TRIGGER HAPPY

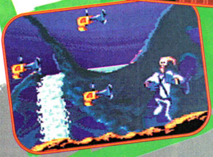
EWJ 2 is full of hidden triggers, and we're not just talking about the ones activated by Jim's itchy finger. A circle of stars will appear briefly after Jim drops to this pedestal. That's always a cue that something good has happened. Jim should head back by the overhead route he just took to find a super suit power-up.

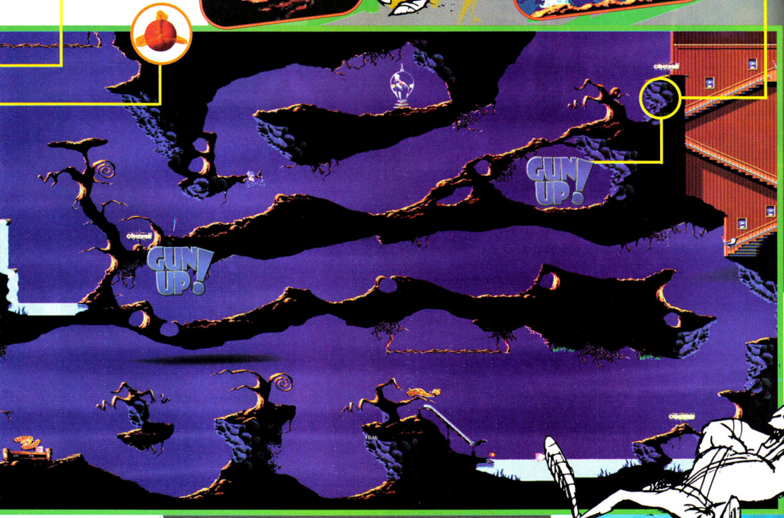


CHUTE TO SHOOT LOOT

Halfway across the bar at the top of the granny lifts, let go and press the Y Button to activate Jim's parachute. Float down and to the left to home in on these homing missiles. Can't elude the dive-bombing geriatrics, dear friend? Press right when the first granny appears and right again for the second. For the next three, press left, right and left.





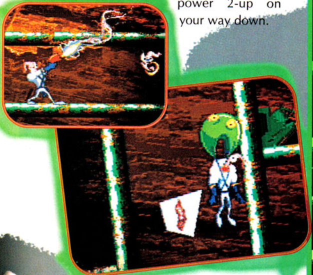


LORENZEN'S SOIL

The innovators at Shiny plow another new path in game play. Here, Jim uses his plasma blaster to dig out of a very deep hole. He can climb mounds of fallen dirt and leap up. The dirt can also douse flames spurting from the gas pipes. Time's a-wasting, though. Snag a stopwatch or Jim will lose serious energy!

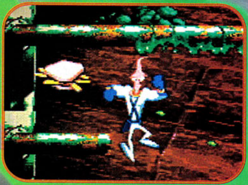
DIRTY SECRETS

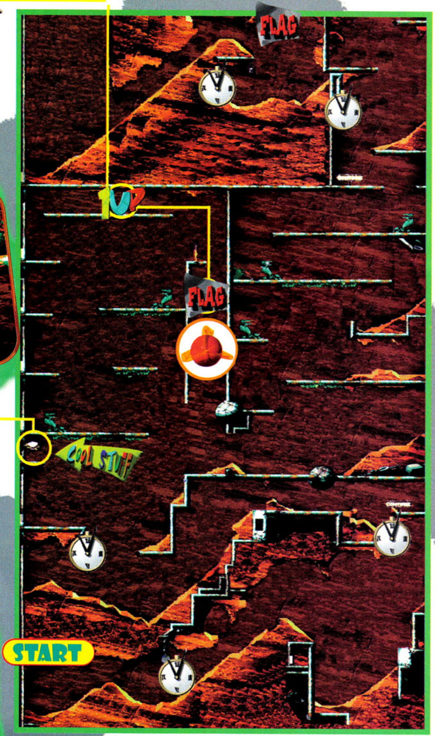
Start on the pipe opposite the flame. Jump, then reverse in midair to grab the pipe just above you. It leads to this 1-up. Parachute off the far end of the pipe. Avoid the flame and grab this worm flag-up and a super suit power 2-up on your way down.



SNACK WELL

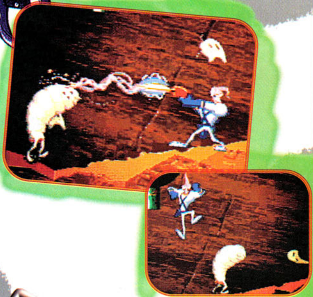
Munch a chip butty to boost Jim's energy to 200 percent! You should have lots of time at this point, so hold off on grabbing the stopwatch icon below. Instead, head right and climb to the second ledge. Snott swing to the chip butty, then return to grab the stopwatch.

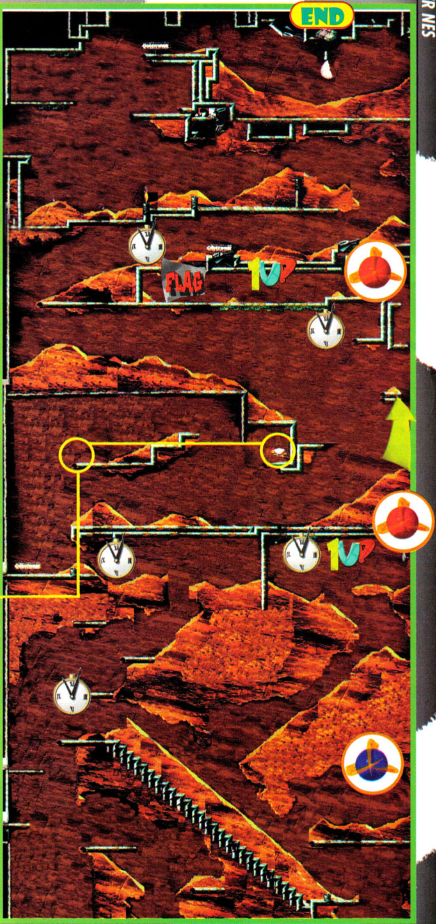




MAGGOT MAYHEM

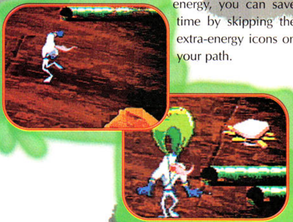
This unicycling fool tosses off itty-bitty maggots and tries to swallow Jim whole. Stand back and zap him with everything you've got. When he cycles near, leap over him and shoot him again from the back. Liquidate this lethal larva as soon as possible. You'll need to save your energy for the next stage.





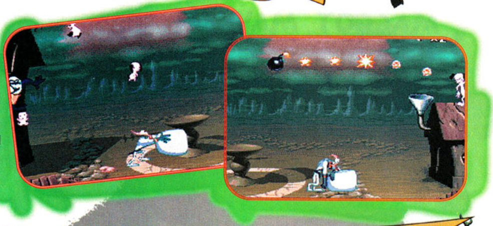
CHIP SHOT

All the attack-ants in this section will deplete your energy. That means one thing: chip butty time! Jump and spin to get to the pipe on the left, then dash to the right and parachute off. Drift down to grab a high-calorie snack. Once you have 200% energy, you can save time by skipping the extra-energy icons on your path.



PUPPY LOVE

Psy-Crow has hightailed it to Nowhere City, where he's tossing Pete's 600 puppies out the window of a spaceport control tower! Use the giant marshmallow to bounce them to Pete. Don't miss, or Pete will take revenge out of Jim's worm-hide! Defuse Psy-Crow's mad plan by bouncing three bombs to Pete. And don't forget the password flags!

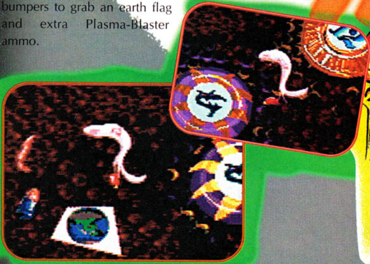


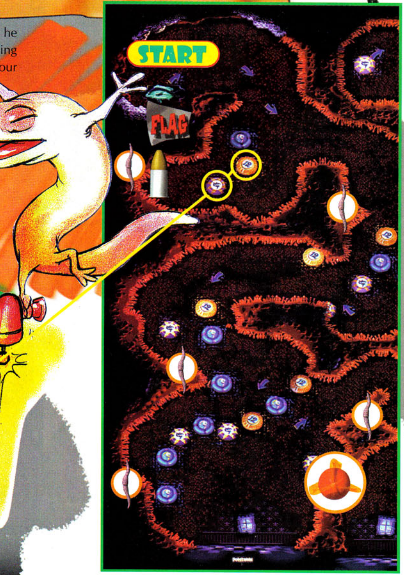
VILLI PEOPLE

The pursuit of justice takes Jim to the living intestinal planet, where he goes undercover as Sally, the blind cave salamander. Swimming through a digestive tract is tough, especially when your tail is also your trigger finger!

BUMPER CROP

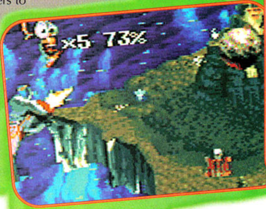
You'll need to get a good feel for the controller in this stage. While Jim can always stop, Sally constantly drifts with the gastric-acid current. When you fire the plasma blaster, watch out. Sally could drift into the vicious villi! Here, you'll need to wiggle between these pinball bumpers to grab an earth flag and extra Plasma-Blaster ammo.

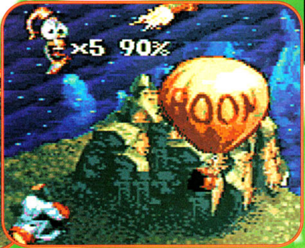


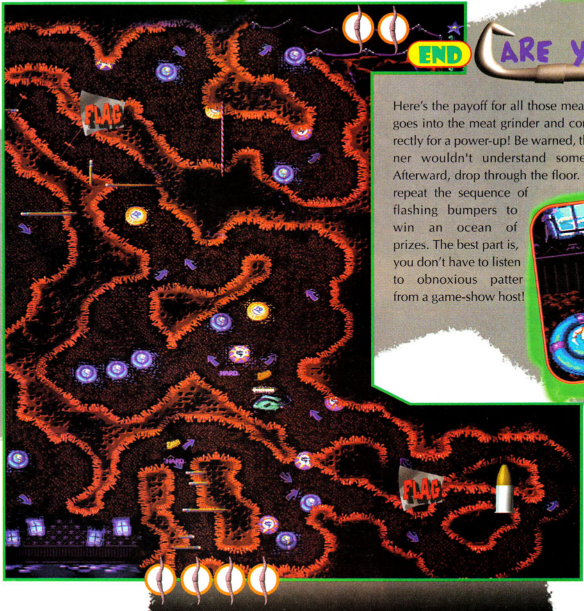


THE FLYIN' KING

Pirate ships, flying sumo wrestlers and giant blobs of green goo guard the route to Major Mucus' hole in the slime! Riding his pocket rocket, Jim will have to shove a floating bomb to the major, then blow it up! While en route, shoot two giant boulders to wipe out all catapults onscreen. When nearing the Mucus manse, shove the balloon-bomb off the bottom of the screen. It will avoid the space-brooms and circle back to the major pain-in-the-nose.

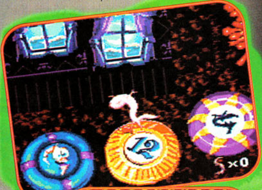


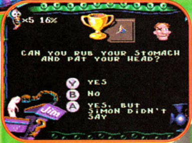




ARE YOU GAME?

Here's the payoff for all those mealworms you've collected. Each one goes into the meat grinder and comes out as a question. Answer correctly for a power-up! Be warned, though, that even a Nobel Prize winner wouldn't understand some of the wacked-out questions. Afterward, drop through the floor. Correctly repeat the sequence of flashing bumpers to win an ocean of prizes. The best part is, you don't have to listen to obnoxious patter from a game-show host!



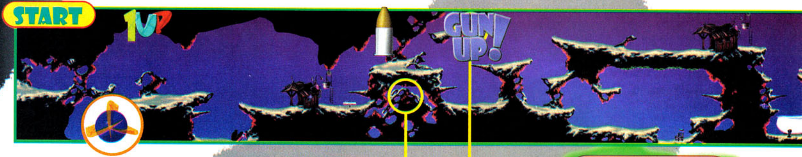


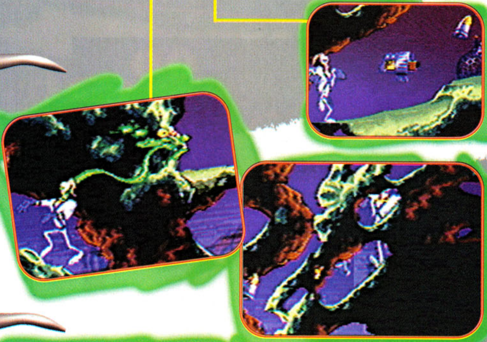
CAN YOU RUB YOUR STOMACH AND PAT YOUR HEAD?

Y YES
B NO
A YES, BUT SIMON DIDN'T SAY

UDDERLY ABDUCTED

Fiendish alien invaders are using their technical superiority to beam up bovines. But Jim, the ever-gallant worm, won't let these guernsey-grabbers get away with their mad plans. Jim will have to corral the cows and lug them to the safety of nearby barns. His friendship with animals stops when vicious penguins cross his path. Jim will also have to watch out for killer coffins and close encounters of the udder kind!



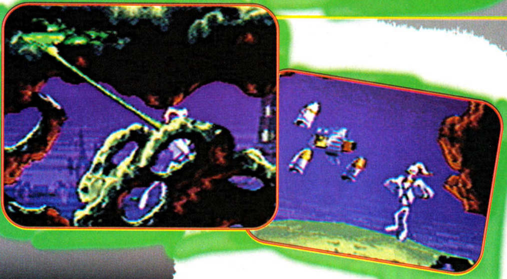


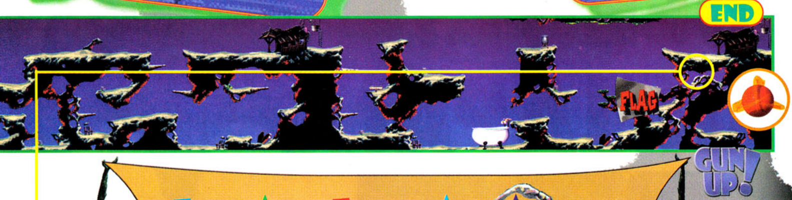
GOBS OF FUN

After passing the first continue sign, drop down to a cow-sprouting plant. Green slime will be dripping from the rock formation on your left. Snott swing to the left to grab some serious artillery. The next gun power-ups seem to be just out of reach. Dash by the slight bump in the field, then return. Now you'll be able to climb the bump and reach the power-ups.

CACHE IN

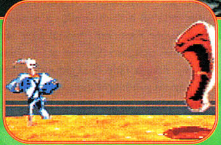
Just after you drop off the last cow, go back to your left and drop down to the continue sigh. Now's the time to say, "Hey Snott, old buddy, old pal," and press your B Button twice. Your old pal will help you arc gracefully to the right, where you'll find more ammo, a super suit power-up and a password flag.

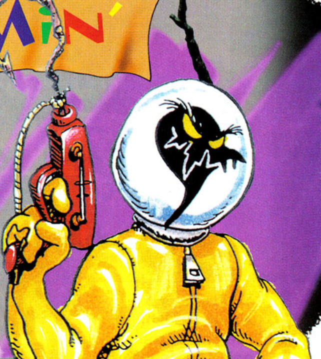




JIM JAMMIN'

Landing on ISO 9000, the planet of paperwork, Jim will have to work furiously to get his footing on a mountain of documentation. Then it's time to chow down on Level Ate, the planet of char-broiled steaks and picnic utensils. Finally Jim reaches Cupid Cathedral, the 24-hour church and deli where Psy-Crow plans to enter into holy matrimony with Princess What's-Her-Name. Will our hero triumph? Will true love come through? Can the gang at Shiny cram any more jokes into the manual? (Doubt it.) To find out, you'll have to tune in to this action-packed sequel yourself!





OUT OF THE SHADOWS

NINTENDO 64 DEBUTS IN JAPAN

You've heard about the light at the end of the tunnel? The debut of the Nintendo 64 in Japan appeared more like a super nova exploding in your face. Everything we wanted, everything we hoped to find, everything we dreamed about in the ultimate video game system was there at the Shoshinkai/Space World show, and so were we. Now it's your turn. Join us for the first in-depth look at the future of video games with photos, reviews, interviews and more news direct from Japan. It doesn't get any better than this.

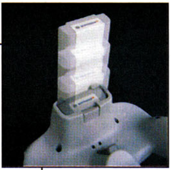
THE **SHOW** GOES ON

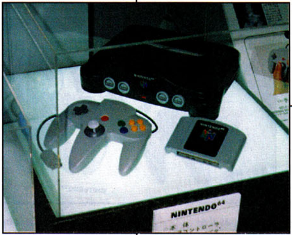
Revealed in all of its glory for the first time, the Nintendo 64, Japan's version of the Nintendo Ultra 64, debuted at Shoshinkai/Space World over Thanksgiving weekend, 1995, to a dazzled, international audience. The first playable game, tentatively called Super Mario 64, showcased the vast potential of the 64-bit system. Nintendo Power Source brought you the first photos and news live on-line from the show. In this article, Nintendo Power goes in-depth, revealing all of the details available for the Nintendo 64 and the 13 games demonstrated at the show. We also go behind the scenes with Shigeru Miyamoto and Takashi Tezuka of EAD (Entertainment Analysis & Development), better known as the brain trust of Nintendo's premier game development group. In addition to that, we have exclusive information on the Nintendo 64 disk drive plus a rundown of the best Super Famicom, Virtual Boy and Game Boy titles that also debuted at Shoshinkai.

But first, a little background. Shoshinkai is an annual exhibition sponsored by the distributors of Nintendo products in Japan. Although it is similar to a CES or E3 here in the U.S., the show is always limited to Nintendo products.

Traditionally, Shoshinkai has been the forum Nintendo has used for introducing new products. The show is attended by distributors, developers, third-party publishers and press from around the world. Following the one-day Shoshinkai event, the giant convention hall in Makuhari turns into a circus called Space World, which is open to the public. Thousands of excited gamers stream out of the Keiyo Line trains from Tokyo to spend a day or two with the latest Nintendo games. For gamers, during the three days of Shoshinkai and Space World, this is the only place to be in the world.

BITES





Here, in one dense paragraph, you'll find all of the essential sound bites you'll need to impress your friends (and dismay Sega and Sony owners) about the Nintendo 64 and Shoshinkai. **Bite 1:** Mr. Yamauchi, President of Nintendo Company Ltd., announced in his speech that the Nintendo 64 would be released in Japan on April 21st at a price of 25,000 Yen. **Bite 2:** In a tele-conference on the following day, Howard Lincoln, Chairman of NOA, confirmed that the NU 64 would sell for under $250 when it is released in the U.S. **Bite 3:** Thirteen games were demonstrated at the show, including two playable demos. Highlights of eleven of the games appeared only on looping video tapes, but even these sneak peeks held some wondrous images. **Bite 4:** A memory card for the controller was revealed for the first time. Although the final memory size of the card had not been determined at the time of the show, its function was clear. Using the memory card, which will be sold separately, you can save a game in progress and continue play on any Nintendo 64. **Bite 5:** Mr. Yamauchi announced that the read/write drive accessory for the Nintendo 64 would debut in 1996 at Shoshinkai and that one of the first games would be The Legend of Zelda 64–another temporary name.

"...Super Mario 64 showcased the vast potential of the 64-bit system."

THE PLATFORM & THE GAME

Up until the opening of the doors on Friday, November 24th, at the Makuhari Convention Hall in Chiba, Japan, the Nintendo 64 was an enigmatic box symbolizing the hopes and fears of gamers around the world. Everyone hoped that, once opened, it would be as incredible as Nintendo promised, but not everyone was convinced that a $250 video game system could live up to the hype.

The machine incorporated some of the most advanced computer technology: MIPS 64-bit RISC CPU, SGI Reality Co-Processor, Rambus D-RAM. The specs looked awesome, but specs can be manipulated and competitors may try to put their own spin on the specs, making people question their importance. What was missing to define the hardware was a game, something that you could actually play on the Nintendo 64, a game that would leave its competition back in the dark ages of 32-bit architecture.

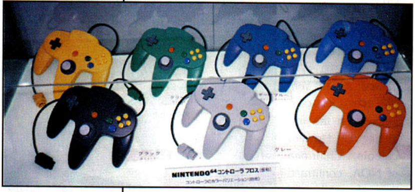
"...a new type of game, as distinctive as platform games but infinitely more variable and realistic."

That game turned out to be the biggest surprise in Nintendo history, and the best kept secret. Rumor had it that Shigeru Miyamoto was working on a Mario game, but hardly anyone outside of Nintendo had a clue as to the kind of game that was in development in Kyoto. They wondered how Nintendo would make use of the power of the Nintendo 64. As it turns out, that was entirely the wrong question. The truth is that the game, Super Mario 64, shaped the Nintendo 64 hardware more than the hardware shaped the game. In a candid discussion with Nintendo Power, Shigeru Miyamoto revealed that he began thinking about Super Mario 64 five years ago during the initial 3-D work on Star Fox. As the shape of this new game sharpened in his imagination, the need for better hardware to run such a game became apparent, and the seeds for the Nintendo 64 were sown. The beauty of this approach to developing software and hardware jointly is that it is a synthesis of creative and technical talent. An engineer might know how to get a graphics processor to perform miracles, but only the game designers and artists can tell him which miracles are worth performing.

The defining contribution of Super Mario 64 may not be that it drove the development of the Nintendo 64, but that it has created a new type of game, as distinctive as platform games but infinitely more variable and realistic. In a single, brilliant stroke, Miyamoto and his team created a new standard. Previous games such as Doom, Myst and Alone In the Dark just scratched the surface of 3-D gaming environments. Either you blasted everything in sight, solved abstruse puzzles, or did a combination of both. In Super Mario 64, Mario roams freely throughout an interactive environment, discovering wonderful places and dangerous enemies. Imagine the richness of Yoshi's Island game play in the most impressive 3-D world ever for a video game and you'll get at least some idea of what Super Mario 64 has to offer. Recently, game critics have been wondering if game development will ever move on from standard platform action, tournament fighters and first-person perspective shooters. The answer, now, is that it has.

THE CONTROLLER

Super Mario 64's contribution to the development of the Nintendo 64 didn't stop with setting requirements for 3-D graphics and high-speed computing power–it also dictated that a special new controller would have to be created. It should come as no great surprise that the Nintendo 64 controller feels as if it were made for Super Mario 64. It was. Control of Mario has never been so precise, and Mario has never before had so many abilities to help him combat Koopa's plots of Mushroom Kingdom domination. The world's favorite plumber has added climbing moves, aerial flips, and a helicopter spin to his athletic repertoire, but the most impressive moves come from use of the Nintendo 64's 360° analog Control Stick. How do you run in Super Mario 64? Press the Control Stick as far as it goes in the direction that you want Mario to run. Off he scampers. But if you want Mario to edge forward slowly, move the Control Stick a short way in that direction and he'll cautious-



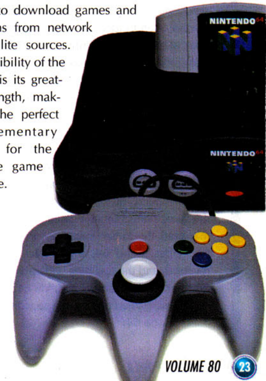
ly put a toe out. It's so simple that businessmen who never play video games were hooked instantly by the action.

In addition to the cool Control Stick, ten buttons on the Nintendo 64 controller offer a wide range of play control. The four buttons on the right side of the controller have been dubbed the C buttons. In Super Mario 64, the C buttons control camera movement. Each C button–Up, Down, Left or Right–switches the camera perspective. In a 3-D world, you can lose your character behind objects if you just follow along behind. By swinging the camera perspective to the side or above, or by zooming out, you can regain visual contact with your hero in time to avert disaster. The Left and Right Triggers on either side of the controller work like the Right and Left Buttons on the Super NES. The large A and B buttons control main functions, such as jumping and throwing objects. Depending on the game, these buttons may have multiple functions. For instance, in Super Mario 64, Mario can helicopter spin if you push the A button while he is in the air. The Start button is basically the same as any start button. The Z Trigger is hidden beneath the controller, but it is one of the coolest features of the new unit. It can be used for firing weapons, activating motions or other options as designated by the programmer. As for the cross pad on the left side of the controller, Shigeru Miyamoto concedes that it is there, in part, in case people don't feel comfortable with the Control Stick, although it could be used for other functions. Since the Nintendo 64 console has four built-in controller ports, multi-player games should be a mainstay of the system. An additional port in the back of the console can accommodate a fifth controller or another i/o (input/output) device.

> **"...the most impressive moves come from use of the... 360° analog Control Stick."**

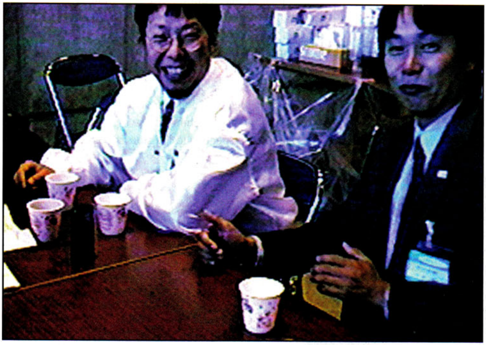
THE DISK **DRIVE**

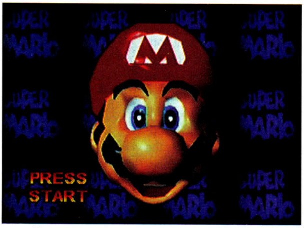
During his speech at Shoshinkai, Mr. Yamauchi described the need for a high-speed, mass volume memory device without the limitations of CD-ROM. "ROM," he explained, "means Read Only Memory. All it can do is read data. But what if you had a storage medium that also allowed you to write in data? With such a device, you could make an entirely new kind of game." That new kind of game will debut this coming fall when the first games debut at the next Shoshinkai, but Nintendo Power can now reveal the first details of the new magnetic disk system. The 64DD, as it is being called at this time, makes use of a high-density magnetic disk capable of holding 64 megabytes of information, or about eight times the amount of data that cartridge-based Nintendo 64 games regularly will hold. The Seek time of the drive averages 150ms compared to about 212 ms for one of the newest six speed CD-ROMs or 320ms for double speed CD-ROMs. (The lower the number, the faster the seek time.) Data transfer speed on the 64DD is approximately 1 megabyte per second. A six-speed CD-ROM only manages 900KB per second, while the common double speed CD-ROM pokes along at 300KB/second. But by far the most significant fact about the 64DD is that it can be written to, not just read from. Uses may include customization of games, creativity programs such as 3-D Mario Paint, and a means to download games and programs from network or satellite sources. The flexibility of the system is its greatest strength, making it the perfect complementary device for the ultimate game machine.



The Game Guys

Nintendo Power sat down with Shigeru Miyamoto and Takashi Tezuka for an hour and half during the show. Over that time, the two creative giants talked about their involvement with Super Mario 64, the Nintendo 64 hardware and future projects. They also revealed some of their philosophy of game design and the often outrageous sources for new game elements.





Most gamers instantly recognize the name of Miyamoto. The creator of the Mario and Zelda games is the most venerated figure in the video game world, but for all of his fame, he continues to be one of the most personable men in the industry, relaxed, humorous, but thoughtful and always open to ideas. In fact, after answering our string of questions, Mr. Miyamoto plied us with his own questions about American gamers. He is intensely interested in what Americans want in games.

Takashi Tezuka may not be as well known as Miyamoto, but his work shows much the same type of genius and attention to detail. On Yoshi's Island, Tezuka had the hands-on control as director of the game's development while Miyamoto managed the larger issues as producer. For Super Mario 64, those roles were reversed, and the two men will also work together on The Legend of Zelda 64.

Power: *"When did you begin work on Super Mario 64?"*

"I first had the idea to do a 3-D Mario game when I was working on Star Fox."

Miyamoto: "I first had the idea to do a 3-D Mario game when I was working on Star Fox. That was five years ago. I had always wanted to do a game that recreated an entire world in miniature, like miniature trains. When I saw what could be done with 3-D modelling on the Star Fox game, I knew we could do much more. Super Mario 64 as you see it here (at Shoshinkai) is about 50% complete but only 20% mapped out. We have worked on this game for a year and a half, but design work on the game concept began a year before that. During that time, we shared ideas with the hardware design people." (Mr. Miyamoto later pointed out that the early development of any game takes a great deal more time than the final portion. When asked if the game would be completed by April, he said they would be finished in plenty of time.)

Power: *"Do you find that game ideas drive new technology or is the opposite true?"*

Tezuka: "Hardware technology is very important, but if we rely too much on the hardware and not enough on ideas, you won't make games. You'll have demonstration software. New technology can make things more interesting. For example, the Nintendo 64 can produce advanced images, but if that's all we emphasize, the game will be boring. The problem we face is how to use advanced technology to enhance game play. The technology is just a tool for the expression of ideas."

Power: *"Is there a philosophy that guides your game development?"*

Miyamoto: "In Super Mario 64, I wanted to include more details. The ideas we use in the game come from real life, but they may not seem so. In the process of including an idea in a game, we often change it many times before reaching the final version. For instance, during the development of Super Mario 64, Mr. Tezuka got an idea about putting his wife in the game. His wife is very quiet normally, but one day she exploded, maddened by all the time he spent at work. In the game, there is now a character who shrinks when Mario looks at it, but when Mario turns away, it will grow large and menacing. This is the image he got from his wife and we thought it would be great in the game."

Power: *"How does your wife feel about this?"*

Tezuka (laughing with a shrug): "She knows."

Power: *"What is the most important thing that you can achieve with the Nintendo 64?"*

Miyamoto: "Before, in earlier games, we couldn't show the entire game world in detail and we couldn't convey all the emotions of the characters. Now, we can do that on the Nintendo 64. I've always wanted to create realistic experiences, full experiences such as you or I could have, but in exciting worlds."

Power: *"How will The Legend of Zelda 64 and other games make use of the 64DD?"*

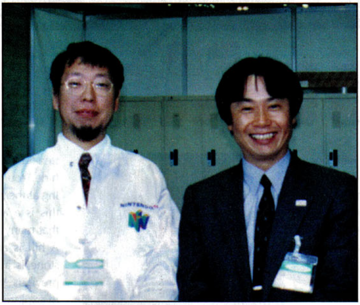
Miyamoto: "It's too early to say much about the Zelda game except that Mr. Tezuka and I will be working on it after we finish Super Mario 64. Right now, it is only a demonstration. But the read/write disk in general terms gives us the ability to create software tools that the player can use. For instance, games such as Mario Paint or SimCity, these can be customized and saved. We might make a 3-D painting system, like Mario Paint, but in 3-D. In some games, you could change backgrounds and other elements. You can also back games up. The 3-D Stick gives you such good control that you don't need a mouse."

Power: *"Does the 64DD turn the Nintendo 64 into a sort of PC?"*

Miyamoto: "We think that the Nintendo 64 will be better in every respect than PCs. We were plug-and-play long before the PC (market) ever heard of such a thing. And since we use a TV monitor for display, we don't need extra hardware for running movies and such things."

Power: *"People still ask, why not use CD-ROM?"*

Tezuka: "For games, you need backup and flexibility. CD-ROM doesn't have that but the 64DD will. We aren't making movies, so we have chosen the disk system instead of CD-ROM."


Takashi Tezuka, left, and Shigeru Miyamoto, right, talked with Nintendo Power about exciting, upcoming games for the Nintendo 64.

"We aren't making movies, so we have chosen the disk (64DD) system instead of the CD-Rom."

Power: *"Did you help design the controller, too?"*

Miyamoto: "Design of the controller began at the start of the process to create the Nintendo 64. We knew that we wanted characters to be able to move in the 3-D world in certain ways, and that determined what the controller had to be able to do. So yes, we were involved from a gaming point of view."

Power: *"How much of the game is finished?"*

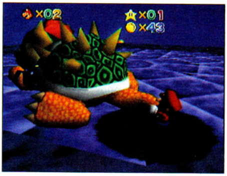
Tezuka: "About 20% of the mapping has been completed, but about 50% of the entire game is ready. Currently, we have 32 courses, but the final version may have more. Maybe 40 courses. That doesn't include bonus areas, of course." (Big smile. They aren't giving anything away, yet.)

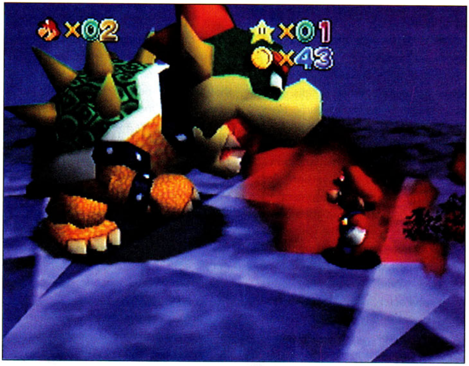
Power: *"What can you tell us about Mario Kart 64 R?"*

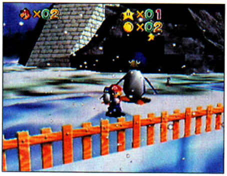
Miyamoto: "Many improvements over the Super Famicom version. We didn't want to show the game here, though, because the improvements in game play have not all been added yet. It looks very good, but it doesn't play much better than the original so far. That will come. When it is finished, it will have many new options, more items, excellent control, four-player modes, including ghost mode and maybe even a four-player battle mode, which I would like very much."

Power: *"What is your role in the development of games such as Pilotwings 64 and Buggie-Boogie 64?"*

Miyamoto: "We are working together with some of the finest artists and programmers in the world on these games. My role is to oversee the project and direct it where I feel it should go if I see something lacking. I have great respect for their technical capabilities, and they have respect for my ability to create games. It is a very good combination. It is more removed from the role I have on Super Mario 64, where I'm so close to the game, but I am happy with the results we have seen."



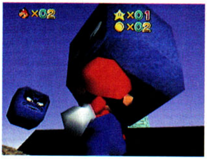


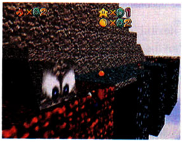


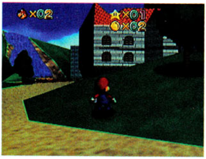
Super Mario 64

Years from now, gamers will look back at Super Mario 64 as one of the games that defines a new era of gaming. This is the giant leap in game evolution that Nintendo has promised for the Nintendo 64, the reason why people will want to buy a new video game system. What sort of game is it? It can't be defined in terms of previous games, but it has elements taken from throughout the rich history of video games. It is a free-form, 3-D adventure with power-ups, real time fighting, brain teasers and mazes, exploration and story elements, plus a wonderful mix of play modes and bonuses, which is all you expect from a Mario game and then some. Wrap it in the finest 3-D graphics ever seen for a video game and you have something extraordinary, exceeding even the finest arcade games. So much for the glowing tribute. What you really want to know is, "What is it like? What's in it? What makes it different?"

In a word, Super Mario 64 is fun. You get to do things with a character that you've never done before. For instance, you can hide behind things. In one area filled with Boos, Mario can jump up into a tree (rattling the branches as he lands) and hide. You can circle around objects, looking at them from different sides. And since this is a Mario game, you may discover that many things are not what they seem. A hill is an entrance to a new world, a stone is a ladder to another level. As in previous Mario games, players will have to explore the 30 to 40 stages using their imaginations.

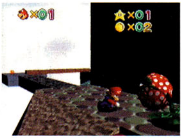


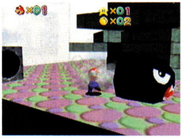




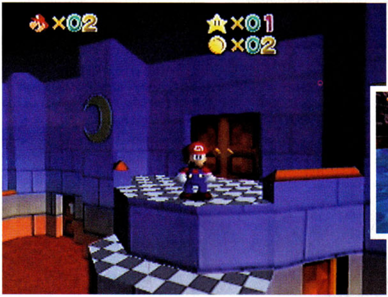
Only 20% of the game was mapped out for the Shoshinkai version, but even so, we saw many areas. The opening world consists of a castle and grounds surrounding it. Although the main part of the game lies within the castle, from which you warp to many other places, you can explore the countryside surrounding the castle, as well. For instance, you can jump in the moat surrounding the castle and swim around, looking for hidden treasures or just for fun. The amazing thing is that it is fun just to mess around, whether it is swimming or climbing trees or whatever, because the play control and animation are so realistic it's like being in another world.

Inside the castle, Mario discovers warp

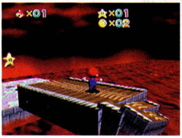


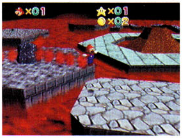


zones behind closed doors. Once Mario steps into the warp, he is transported to another place or course. The object is to pass through every course, finding all of the secrets along the way. In the first course alone, you climb a tower, slide into a pool, dodge Thwomps, battle a giant Piranha plant, discover a hidden cannon (that switches you to a first-person, cannon-aiming mode before blasting Mario up to a flagpole), and more. Behind door number two, Mario is warped to an icy world where a mother penguin protects a brood of baby birds. The course contains a series of ice slides that carry you ever downward, but you must look for hidden surprises even on a bonus slide that's like a giant luge run where Mario must collect coins. Another world contains a courtyard of Boo Buddies, and another features hot lava bubbling beneath a grid and shifting islands where Mario must jump with precision.



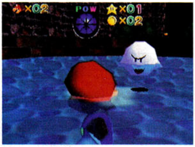
The story for the game is still in development, but Mario is the main character and Bowser appears as the arch-nemesis. Mr. Miyamoto says that Yoshi doesn't show up in this game. One surprise is that Mario has more strength than ever before. In fact, he has the strength of eight plumbers. A new power meter with ratings up to eight give Mario a fighting chance against the enhanced, 64-bit enemies who now haunt his steps. Power-ups refill this circular meter to keep Mario in the game. Players can bring up an inset map, as well, to check on Mario's position and make strategic decisions.





Mario is a 3-D figure created from hundreds of texture mapped polygons, but he doesn't have the blocky, sharp-edged look of a Virtua Fighter. At the closest camera zoom, Mario consists of 1500 polygons. Since the Nintendo 64 is so powerful, the large number of polygons doesn't effect rendering speed and, the screen can be filled with equally detailed backgrounds, objects and enemies. We noted five or six enemies as large as Mario moving about the screen at once. In addition to the solid objects, the shifting lighting effects and shadows that appear in the game are some of the most impressive computer generated effects we've ever seen. Imagine a game as realistic as the Toy Story movie, that you actually control.

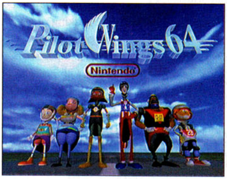
Speaking of control, Mario runs, walks, jumps, squats, whirls, slides, swims, climbs, flips, soars, waves his arms and hoots with joy. The Nintendo 64 controller is perfectly adapted to Mario's range of motion. The Control Stick guides his movement and speed through 360° while the jump button sends him bounding into or out of trouble. He can pick up objects using the B button, alter the camera view using the four C buttons and bring up the inset map with the Left and Right buttons. Control is responsive and smooth in every situation. The only element that can throw you at first is the necessity of changing camera angles in a 3-D world from time to time.

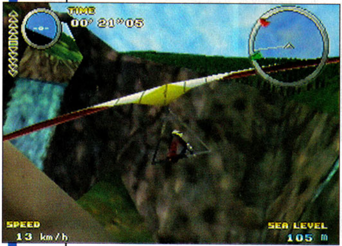


Even the title screen of Super Mario 64 is fun. As a means of learning how to manipulate the Control Stick, players can mess with Mario on the opening screen. It may look as if Mario is simply waiting to get started on the game, but you can pull or tweak his nose in 360° and elicit different responses. Ouch. It's so good it hurts.

Pilotwings 64

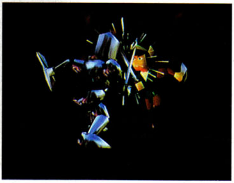
Nintendo joined forces with Paradigm Simulation Inc., the leading developer of realistic simulation programs and 3-D graphics, for the creation of Pilotwings 64. Shigeru Miyamoto of Nintendo, who designed the original Pilotwings for the Super NES, also helped with the development of this game. Pilotwings 64 will be a showcase of 3-D marvels, including a virtual flight across the United States. Missions in Pilotwings 64 vary in complexity and in the type of aircraft players fly. Gone are the floating target balloons. Instead, more realistic missions require fliers to glide through canyons or make pinpoint landings on mountain tops. Using the Control Stick to guide the different types of craft, which include planes, gliders, choppers and jet packs, players complete a series of missions that take them completely across the U.S.A. Of course, even in a massive game such as this, Nintendo couldn't simulate every mile of the continental crossing. Instead, stages feature landmarks such as Chicago's skyline or the Saint Louis arch. In fact, Mount Rushmore gets an additional face in this game, a noble visage with a thick mustache.

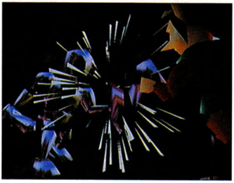




The Legend of Zelda 64

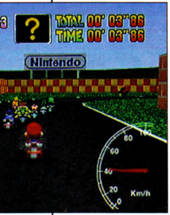
The video demo of The Legend of Zelda 64 surprised everyone at Shoshinkai. The surprise came not from the quality of the animation, which was excellent, but from the announcement that The Legend of Zelda 64 would be one of the first disk-based games for the Nintendo 64. No release date was given for Zelda 64, but the game will be shown at next year's Shoshinkai along with the 64DD disk drive accessory. At this point, Zelda exists only as a few animation files, but all of that will change once development on Super Mario 64 is completed. At that time, Shigeru Miyamoto, the creator of previous Zelda games, and Takashi Tezuka (of Yoshi's Island fame) will step into the director's and producer's chairs. Nintendo's creative giants wouldn't comment specifically on how the 64DD would be used in Zelda, but they mentioned several disk uses in general terms, including the ability to save many games and customize many game elements. For now, all we can do is admire the graphics of the demo. In the ten seconds or so of video footage, Link battles a knight in a shiny, metal suit of armor. Both Link and the knight slash at each other with their swords, and the camera moves around the duelers. In the end, Link follows a feint with a round-house swing of his mighty, shining sword.

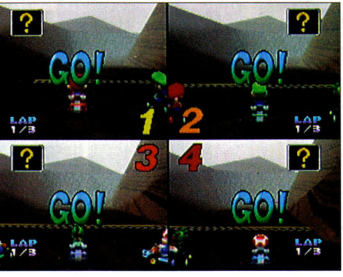


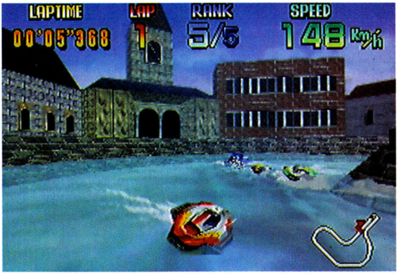


Mario Kart 64 R

Super Mario Kart for the Super NES has been one of the biggest sellers in video game history, so it's little wonder that one of the first games for the Nintendo 64 will be based on Mario Kart. One of the central features of Mario Kart 64 R will be its four-player mode. Since the Nintendo 64 has four controller ports, you won't need a special adapter. According to Mr. Miyamoto, who was in charge of development of the first Mario Kart, the new game will include more items on the tracks, 3-D terrain with hills and valleys, four-player ghost mode (invisibility), not to mention greatly improved 3-D graphics and play control. Driving games such as Mario Kart 64 R that use the Control Stick will be unparalleled for precise control. NCL plans to release the game in late May or June, about a month and a half after the system's launch in April. At that time, according to Mr. Yamauchi, demonstrations of Mario Kart 64 R will be available. "The reason we aren't showing this game here at Shoshinkai," Mr. Yamauchi explained in his address to the show goers, "is that it does not yet have enough of its new game play features incorporated."

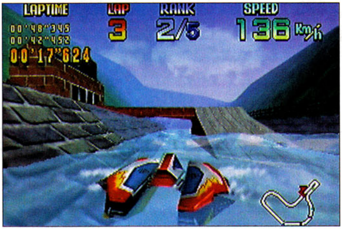






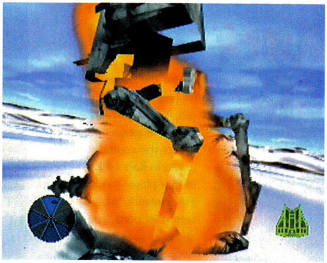
Wave Race

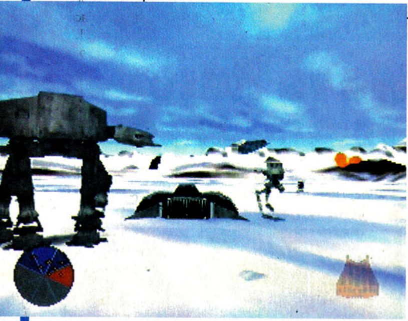
From humble beginnings, Wave Race 64 may rise to the top like cream. The original Wave Race was a Game Boy title featuring water bikes and a four-player mode. The new Wave Race 64 under construction at NCL has been likened to a watery F-Zero. The futuristic boats in Wave Race rocket through courses consisting of canals, rivers, pipes and other damp places. Camera angles can be set from below the waterline to side-angle views or anywhere in between. One of the most incredible features of the Nintendo 64 is its ability to alter viewer perspectives during game play. Since entire 3-D landscapes exist in the program, it's easy for players to switch between different camera angles. Players can choose their favorite angles and completely change the feeling of the game. This game may be one of the surprise hits in the early months of the Nintendo 64 era.



Shadows of the Empire

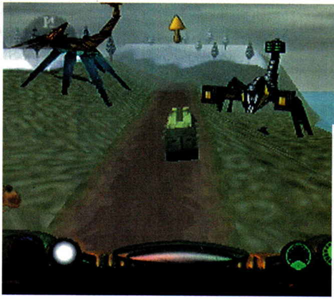
From the masters of sci-fi adventure at LucasArts, Shadows of the Empire, which will be published by Nintendo, features a Star Wars setting and multiple-genres of game play. The initial animation shown at Shoshinkai focused on the snow speeder stage, but that's just the beginning. LucasArts plans to include four types of game play in two modes: a campaign mode and an arcade mode. The snow speeder battle shown here belongs to the arcade mode, but the campaign mode has a mix of game play styles and lots of story elements. (A good, but unconfirmed, source says that some stages will resemble the first-person PC adventure, Dark Forces.) The story takes place between the events of The Empire Strikes Back and Return of the Jedi, and it features several characters from the block-buster trilogy, including Darth Vader, Boba Fett, Jabba the Hutt and the Emperor. Your character's mission is to infiltrate and destroy an organized crime syndicate with Imperial ties. If LucasArts' past track record is anything to go by, this could be one of the most exciting adventure titles ever produced.





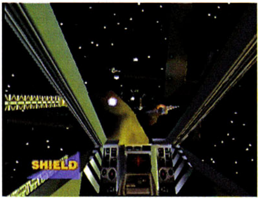
Body Harvest

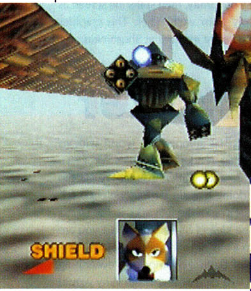
B-movie horror comes to the Nintendo 64 with a twist from Scottish developer DMA. Body Harvest supposes that aliens with a taste for human flesh have landed and are harvesting the planet. Your job is to stop them using various armed vehicles. The alternative is to become a tasty alien snack. So, you're on the road, bashing through the alien menace when you come to a bigger, badder truck. How fortunate, you think. You hop out and switch cars, then take off again. In all, Body Harvest has 80 different vehicles, including ships, hovercraft, aircraft, trucks, and tanks that you'll use to save the human race. In fact, a good alternative name for the game might have been Human Race. DMA's reputation for engaging and innovative game design began with its award-winning Lemmings series.



Star Fox 64

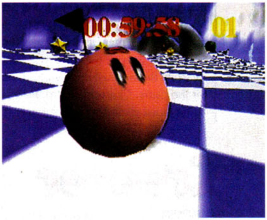
One of the biggest surprises at the show was the appearance of Star Fox 64. Hey, we're still waiting for Star Fox 2 for the Super NES, right? But it's understandable that the game that inspired Shigeru Miyamoto to create Super Mario 64 would itself be a candidate for a Nintendo 64 sequel. The clips we saw from Star Fox 64 included space and planetary battles in full 3-D. Richly texture-mapped polygons have replaced the simple 3-D graphics used in the original game, and even Fox McCloud looks realistic in the cockpit screen. The Arwings look very fast on the fly, dodging between explosions and blasting back at on-rushing enemies. Star Fox 64 should be the premier space fighter when it is released.

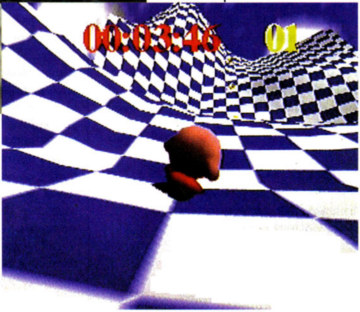




Kirby Bowl 64

The second playable demo shown at Shoshinkai featured Kirby, that round, pink little fellow who, in spite of his appearance, is more fun than bubble gum. The game demonstrates the characteristics of play control and game play on the Nintendo 64 for up to four players. In one of the demo modes, Kirby rides a snowboard over uneven terrain that looks like it fell out of Kirby's Dream Course. Players weave and dodge over the undulating surface, steering toward stars and jumping over obstacles. This was fun, but not terribly difficult. The second mode for a single player put Kirby in a bowl-shaped arena with a surface that shifts constantly. Other balls roll about the bowl, and it's Kirby's job to collide with them and knock them out while avoiding being knocked out himself. The multi-player game uses this second, arena type of play but introduces multiple players who are trying to knock each other out of the bowl. During the bowl battles, the Nintendo 64 controller truly shines, allowing players easy 360° control of their pink pals.





Goldeneye

Bond, James Bond, is coming to the Nintendo 64, thanks to the efforts of Rare and Nintendo. Not much of the game was apparent in the video clip shown on the floor of the convention hall, but Nintendo Power was granted a longer look at the source video. Although both tapes focused on a Doom-like environment in a military installation, the game itself will have a great deal more variety, similar in that respect to Shadows of the Empire. Our sources in contact with Rare suggest that missions will vary widely and that perspectives may change within the game, especially when Bond has to fight hand to hand. Don't rule out some sort of 3-D combat areas, because Bond won't always be able to use his trusty Walther PPK and other weapons. The game's plot will follow the action of the movie, including all the major scenes, and Bond will have many abilities. Just like the real 007, he will be the most versatile man in the world. In addition to excellent graphics, the game will feature the classic Bond theme plus original music composed just for the game. Characters from the movie will also be included in digitized form.

Creator

Perhaps the most mind-blowing of all the software shown at Shoshinkai is Creator, a 3-D paint, music and animation program from Software Creations. In addition to Creator, Software Creations designed the Sound Tool for the NU 64 development kit. The realistic dinosaurs shown on tape were created in 3-D, and texture maps were chosen and applied. In the finished game, budding special effects artists will be able to create their own 3-D animated worlds and then control one of the characters. For instance, you could make an animated aquarium, fill it with fish and a shark, then swim around as the shark and eat the fish. Yum! The sound creation program is also said to be quite tasty, with an option that automatically adds chords to any simple melody line. Richard Kay, president of Software Creations, hopes that Nintendo 64 developers will include in their games extra lines of code that will allow players to use Creator to customize games with their own characters and creations. How is this possible, you ask? It's a fairly simple matter of swapping texture and other types of files, probably using the 64DD. The problem is creating a common structure that works with all games, then convincing other developers to go along with it. As exciting as this would be, there's no assurance at this time that it will come to pass. Keep your controllers crossed.

Buggie-Boogie

Angel Studios may be better known for its contributions to the movies and music videos than video games, but all that is about to change. With a little assistance from NCL, Angel is putting together an impressive game in which you are a buggie in a thoroughly buggie world. One of the interesting aspects of the game is that buggies are subject to all sorts of dynamic forces, such as wind, gravity, anti-gravity, tornadoes, and traction on different surfaces and slopes. Players will be able to customize their buggies with interchangeable components such as engines, tires and special features, including futuristic weapons. An adjustable camera will allow players to admire their buggies from a wide range of angles, like they'll be use to in Super Mario 64. The two-player competition mode combines a split screen image into one image when the two buggies are in close proximity, then splits the screen as they move away from each other. The graphics were some of the most exciting at Shoshinkai.

Blastdozer

Rare Ltd. has stunned the world with its incredible rendered graphics for DKC, DKC 2, and Killer Instinct. Now, the magicians are doing it again for the Nintendo 64. Blastdozer is just one of the first titles in the works in Twycross. The idea of Blastdozer is that you are roaring through a city or rural landscape in a powerful, high-speed bulldozer, knocking everything out of the path in a race against time. Why would you be doing this? According to our Rare contacts, they're still working on that one. But even if the game's story line isn't finished, the game itself is moving along at about 200mph. You begin your run of destruction with a fairly standard, though souped-up, dozer, then graduate to more futuristic stompers as you progress. Some of the dozers look more like giant insects than bulldozers, but their destructive potential is anything but small. The most impressive visual stunts of Blastdozer, however, are the incredible rendered explosions.

BEST OF THE REST

Nintendo 64 wasn't the only game system in town at Shoshinkai/Space World. Japanese third-party publishers also showed off their Super Famicom games, Game Boy titles and Virtual Boy products to the thousands who attended.

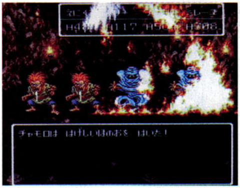
As always in Japan, much of the big news centered on RPGs for the Super Famicom. The biggest title to appear in years, ***Dragon Quest VI***, debuted just two weeks before its scheduled release. It is expected that over three million Dragon Quest VI games will be sold in Japan almost as soon as they hit the street. In the past, the first day that a Dragon Quest game went on sale became a defacto public holiday in Japan. School kids and older gamers would line up in endless queues in order to grab their own copies of DQ. Enix is hoping that the old magic continues. As for the game itself, Dragon Quest VI contains many of the game elements and style that have made the series such a hit in Japan: a huge overworld to explore, a distinguishing plot line, tons of battles, spells, weapons, large parties, ships—in short, everything you got in the earlier Dragon Quest games plus improved graphics and music. (Nintendo Power will feature a special look at this game next month.) Enix also displayed ***Dark Half*** for the first time. One innovation in the battle sequence is that characters attack within a limited range, adding an extra element of strategy. If an enemy stands outside the range of your spell, you won't hit it at all. The third game of note from Enix was ***The Legend of Magatama***. Borrowing freely from adventure games such as ***The Legend of Zelda: The Adventure of Link***, Magatama features side-scrolling, real-time battles in which the hero uses his sword or casts spells and he travels with a companion bird who can lift him over obstacles for short flights.

CAPCOM
MEGAMAN X3
CAPCOM

After Dragon Quest VI, the most talked-about RPG at the show was probably ***Tales of Phantasia***, from Namco which featured truly beautiful graphics. Square Soft showed off ***Bahamut Lagoon***, which features the dragon king from ***Final Fantasy***. Other RPGs at the show included ***Farland Story 2*** and ***Ys V.***

Capcom featured several titles starring Disney characters, including ***Maui Mallard, Pinocchio, Mickey & Donald 3*** and ***Donald Duck***. All of the games looked great, and at least Maui Mallard and Pinocchio will be released in the U.S. later this year.

The Japanese gaming market always contains some interesting games the likes of which we never see on this side of the Pacific. A puzzle game from Hudson called ***Same Game*** puts a unique twist on customized gaming. The Same Game Game Pak includes a slot in the top. Players insert a data card into the Pak so they can play with a particular set of characters, such as Bomberman, Mario, or Tetris shapes. Text adventures, or sound novels, are also a popular category in Japan. Imagineer's ***Getsumen No Anubis*** is a sci-fi sound novel that takes place at a distant, planetary colony.


チャモロは はげしいほのおを はいた！

For Virtual Boy, Hudson Soft's ***Virtual Bomberman*** recreates the excitement of Bomberman in 3-D. Athena's ***Virtual Bowling, Virtual Mahjong*** from VAP, Bandai's ***Dimension Wars*** and ***Polygo Block*** from T&E Soft all debuted at the show. ***Bound High*** from Japan System was one featured game that rocked.

New Game Boy titles included ***Tokyo Disneyland, The King of Fighters,*** and a fun little RPG called ***Pocket Monster*** from Nintendo.

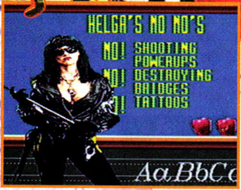
Visitors to Space World were treated to special events and demos. At the Acclaim booth, video tapes demonstrated the technique of motion-capture animation for upcoming games including ***Turok: The Dinosaur Hunter*** for the Nintendo Ultra 64. Show goers could catch stage shows, as well, or even compete for gaming titles. But the main attraction throughout the show was Super Mario 64. How can you stay away from something this good? The answer is simple. You can't. The future is just around the corner.

Acclaim's newest shoot-it or lose-it game, paints an ominous scenario for the youth of today. The New Order Nation, a well-armed alliance of corrupt corporations and government cohorts, is attempting to unify the world under one repressive regime. Bent on destroying an emerging youthful revolt, Headmistress Helga, the conspiracy's leather-clad leader, has ordered her nefarious NON troops to kidnap America's premiere band, Aerosmith, sending rock 'n roll into ruins. As a member of Revolution X, your mission is simple: Destroy NON's evil enterprises and free everyone's favorite hard-rockers.

Revolution X™, Music is the Weapon™ - Featuring Aerosmith®. ©1994 Midway Manufacturing Company. Sub-Licensed from Midway® Manufacturing Company. All Rights Reserved.

REVOLUTION HITS HOME

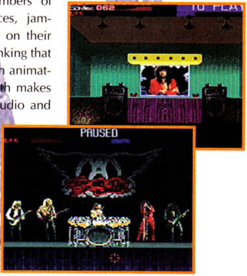
Already a stellar hit at the arcades, Acclaim has taken Midway's smokin' shoot-'em-up, Revolution X, and transformed it into an instant hit for the Super NES. No more long lines, no more breaking open the piggy bank for quarters, just hours of pulse-pumping havoc in the comfort of your own home. What's more, the transition from stand-up to kick-back formats seems virtually flawless. You still get totally killer controls, pounding Aerosmith tunes, and of course, fantastic graphics! To top it all off, a two-player option lets both you and a pal blast away at the same screen. So rest up those trigger fingers: The Revolution is coming home!



HELGA'S NO NO'S
NO! SHOOTING POWERUPS
NO! DESTROYING BRIDGES
NO! TATTOOS

AEROSMITH ROCKS FOR REAL

Throughout Revolution X, the members of Aerosmith make special appearances, jamming, partying, and sending players on their missions of mayhem. But if you're thinking that these rock stars are nothing more than animated handiwork: Think again. Aerosmith makes their Nintendo debut via digitized audio and video clips, providing gamers with real footage of the band, and real rockin' tunes. But besides lending their images and music to Revolution X, it's also clear that the band had a lot of input to the overall feel. Artistic freedom, a sense of humor, and even keeping a healthy diet are some of the themes that are repeated throughout Revolution X, making it much more than just a lesson in organized chaos.



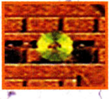
Steve Tyler and company not only talk, rock, and provide the main goal of the plot for Revolution X, they also give players a few laughs and some important ideas to ponder.

PICK UPS

While your trusty machine gun is an invaluable weapon in your crusade against the New Order, you'll need to find the hidden arsenal of special ammo and defenses hidden throughout the game. Luckily, this secret stockpile is plentiful and easily found, as long as you blast everything in sight. Just take aim at boxes, walls, windows, and machinery, and keeping yourself armed to the teeth will be a cinch.

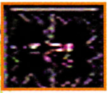
DEADLY DISCS

Music is a deadly weapon when you have a cache of CDs. Not only are they abundant, they make your machine gun look like a water pistol. Multi-colored laserdiscs have an even greater impact.



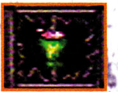
BIG GUNS

Nab these super gun power-ups to turn your already menacing machine gun into a truly devastating weapon. This pick up ensures that every bullet you fire does five times the regular damage.



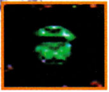
SUPER SHAKES

Even though wheat grass smoothies may not be everybody's energizing elixir of choice, they offer weary combatants plenty of pick-me-up when their power meters are running dangerously low.



HEAVY METAL

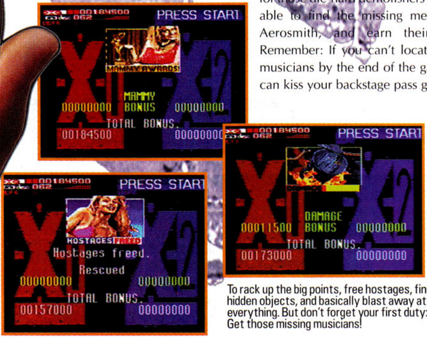
These powerful shields make facing heavy enemy fire a more bearable ordeal. Even though they'll protect you against 35 hits, run-ins against enemy bosses will quickly turn them to scrap.



SCORING

Each round of the revolution ends with an assesment of the damage you've delivered to the New Order. Major points and bonuses are awarded for finding objects, taking out troops, releasing captives, and generally causing massive amounts of mayhem. But the biggest bonuses are set aside for those die-hard demolishers that were able to find the missing members of Aerosmith, and earn their wings. Remember: If you can't locate all five musicians by the end of the game, you can kiss your backstage pass goodbye!

THE ONLY
WEAPON
MUSIC


00184500
062
PRESS START
MAMMY AWARDS!
MAMMY
BONUS
00000000
00000000
TOTAL BONUS.
00184500
00000000
00184500
062
PRESS START
DAMAGE
BONUS
00011500
00000000
TOTAL BONUS.
00173000
00000000
00184500
062
PRESS START
HOSTAGES FREED
Hostages freed.
Rescued
00000000
00000000
TOTAL BONUS.
00157000
00000000

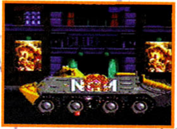
To rack up the big points, free hostages, find hidden objects, and basically blast away at everything. But don't forget your first duty: Get those missing musicians!

CLUB X

As you start the game, it's November, 1996 in Los Angeles, and the revolution has already begun. You've been ordered to an Aerosmith concert at Club X, where New Order forces are attempting to abduct the musical megastars. The enemy troops are swarming, and you soon realize that there's no chance of defeating them all. Still, you'll have to rescue two members of Aerosmith inside the club if you want to end the game a winner.

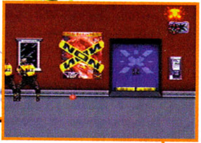
TAKEN BY STORM

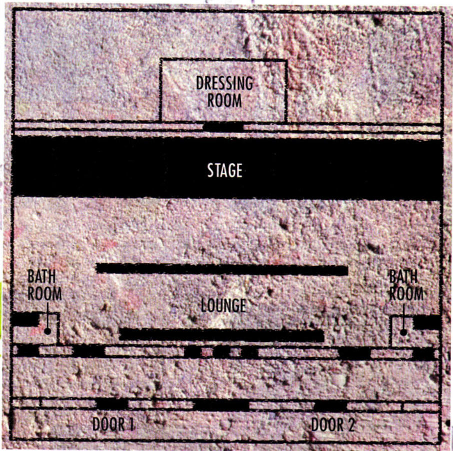
While manically strafing the NON forces outside Club X, be sure to take aim at the two garbage cans near the entrance. They're loaded with discs, which come in handy against the missile-laden transport that's rolling your way .

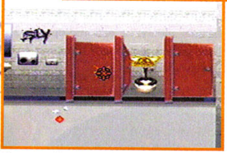


STALL TACTICS

When you enter the lobby of Club X, you must choose whether to go right or left. Pick the direction that the game panned when you were shooting NON troops on the roof. Next, blast away at the men's room sign to get to your first band member.



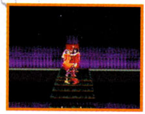




The restroom scene is one of the game's lighter moments. Rip through the stall doors to find Aerosmith musician Tom Hamilton in a rather precarious position.

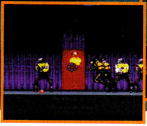
FREE STEVE

To save Steven Tyler from NON, shoot out the marlins, and then the mirror that's above the bar. You'll be transported to just outside the dressing room, where Steven Tyler is hugging a fan.



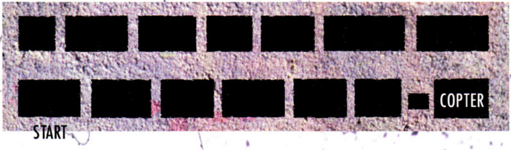
DRESSING ROOM

Gaining admission to Aerosmith's private dressing room is easier than it may first appear. Forget about falling the footsoldiers and simply nail the gold star that's hanging on the door. Unfortunately, the band and Club X have already come under NON control by the time you make your way in. Now you must take a tip from Steve Tyler, and find Aerosmith's car.



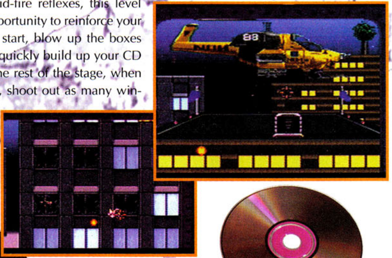
AROUND THE CITY

The search for Aerosmith's road-rippin' wheels, leads to the deserted city streets of downtown LA. While you've commandeered some enemy air power to aid your quest, the New Order has already taken steps to permanently clip your wings. Not only have crack-shot troops overrun the abandoned buildings (making sniper fire a serious threat), NON has sent a combat-ready copter to ensure that your mission comes to a fiery finish. Luckily, your fast-flying rig is equipped with an auto-pilot so that you can devote your full efforts to blasting the bad guys, while staying sky-high.



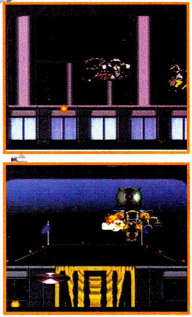
A PRIME TIME TO STOCKPILE

If you use your rapid-fire reflexes, this level offers you a great opportunity to reinforce your arsenal. At the very start, blow up the boxes below the copter to quickly build up your CD collection. During the rest of the stage, when enemy fire is scarce, shoot out as many windows as you can to reveal the vast cache of weapons and power-ups that are hidden behind the glass.



IN-LINE INFANTRY

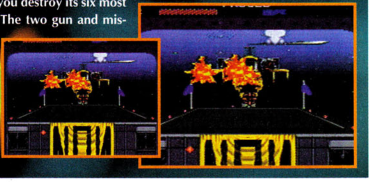
This roller-blading battalion has serious advantages over the stationary snipers: Speed and mobility. But they also have a weakness that is easily exploited: They always come from the right side of the screen. So just place your crosshairs on a single point on the right, and blast 'em.



When you're blasting the bladers like fish in a barrel, don't worry about all the windows that you're missing below: There's not much hidden behind them.

NON COPTER

The final showdown with the NON copter reveals that it's never depleted of menacing missiles, armor-piercing ammo, or fuel for its firestorm. Shoot randomly and you may be in for the longest losing battle you've ever fought. But you'll end its rotor-driven reign if you destroy its six most vulnerable sections: The two gun and missile turrets, the thrusters located just above them, the hard-to-miss nose section, and the hard-to-hit turret on the copter's underside.



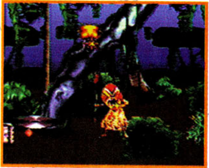
THE AMAZON

After finding Aerosmith's car, Joe Perry sends you on your next mission to the wilds of the Amazon. NON has begun a covert operation to poison the world food supply, and in turn, establish global mind control. The once peaceful jungle natives have already fallen prey to the plot, and so will the rest of the planet, unless you destroy NON's biochemical base.

180
PRESS START
JOE PERRY
104

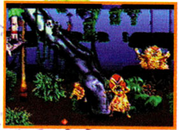
KO THE CAMERAS

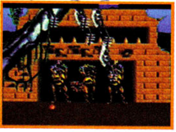
At the beginning of this stage, you'll spot two New Order surveillance cameras spying on your every move from the treetops. You'd better shoot 'em out of commission with some well-aimed discs, or later in the level you're going to face extra enemies in an already heavily-manned laboratory.



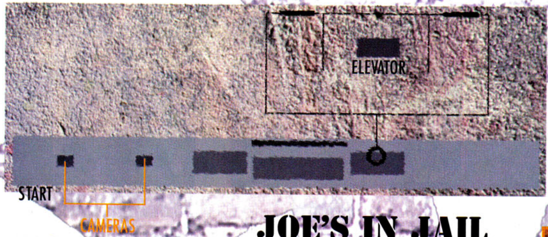
NON NATIVES

Even though you may feel a bit guilty about blowing away innocent victims of malicious mind control, these restless natives will skewer you in a second if given the chance. It really helps to have two players going against them: One to pick 'em off, another to blast the spears clear.



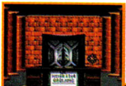


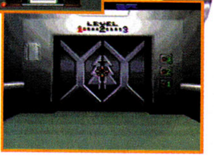
Masks or no masks, the tribal troops are perhaps the toughest opponents in Revolution X.



IN NEED OF A LIFT?

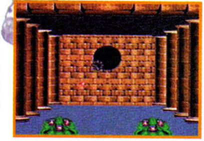
You'll want to find this elevator if you're going to free Joe Perry. Just find the Evergreen lobby, shoot down the large sign, and hit the elevator button. Now climb aboard and head straight to the third floor.





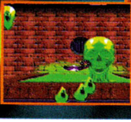
JOE'S IN JAIL

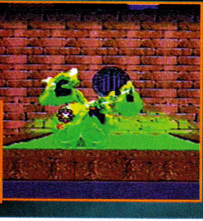
On the third floor, a challenge awaits that requires split-second timing to complete. First, destroy the ties that bind the hostages to the back wall. And second, blast out the metal grill that holds Aerosmith performer, Joe Perry. Rapidly fire your CDs and you just might earn your wings.



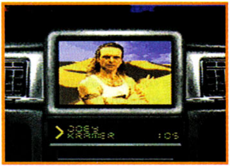
TOXIC

The stage's final conflict brings you eyeball-to-bouncing eyeball with a bio-chemical behemoth that hurtles a bottomless supply of poisonous peepers. Two players working in tandem should have no problem taking out this toxic trash.





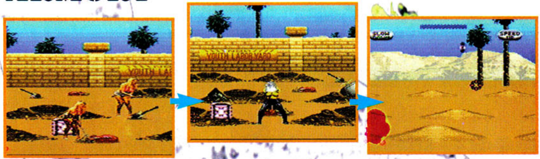
YELLOW BUS



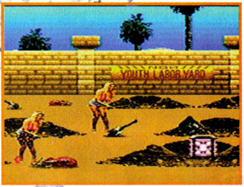
You're off to Egypt to infiltrate NON's internment operations, where slave laborers are transported to their back-breaking tasks by the most vilified of vehicles: A yellow school bus. Your objectives are seemingly simple: liberate the laborers, blow up the bus, and locate missing Aerosmith drummer, Joey Kramer. But unlike the game's other levels, if you botch the bus blasting, you'll have to begin again.

HELP THE HOSTAGES, AND AMASS AN ARMORY

Early in the stage, ensure a bonus point bonanza by helping the hostages as they rapidly pass by. It's also a fine time to restock your cache of compact discs, which are found abundantly in boxes, and strangely, drizzling down from the sky.



DISCOVER THE DRUMMER

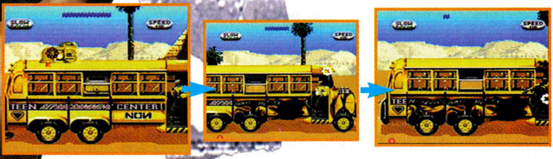


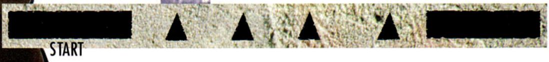
As you follow the school bus through the blistering desert sand, you'll spot four sphinxes zipping by in the background. But unlike their real-life counterpart, these sphinxes still have their schnozzles. If you can hit the first three on their stony snouts, and collect the CDs that are hidden within, you'll find Aerosmith's accomplished drummer hitchhiking by the side of the road. A word of warning: Corralling Joey Kramer is much harder than it sounds.

MUSIC IS THE ONLY WEAPON

A LONG RIDE RUINED

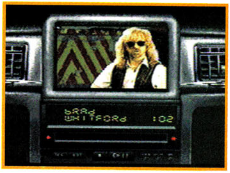
They must be building school busses out of titanium these days because you're gonna need well over a hundred CDs to bring this one to a screeching halt. Here are a few tips to help you blow the transport off track: The bus has fourteen separate sections to demolish, but don't waste time targeting the tires and ripping off the roof. The key thing to remember is if you can't bring the bus to a fiery end, you'll have to go back to the beginning of the stage . . . and start again.





NON FRONT

Your next assignment, given by Aerosmith ax-player Brad Whitford, is to assail the KemmiTech Corporation in distant Asia. It appears that the New Order has been using the company to manufacture mind-altering drugs, and only you can stop their global distribution. Before your final showdown with KemmiTech's diabolical director, you'll have to battle New Order ninjas while attempting to locate Aerosmith's last missing member.

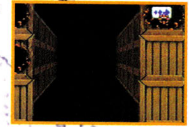


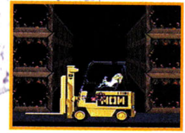
SMASH A WAY

In the beginning of the stage, metal gates may impede your progress. Simply smash the locks with compact discs to continue on your way through the warehouse.

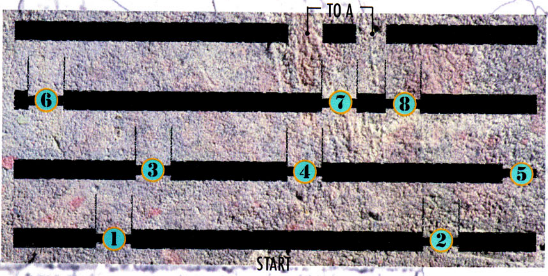
WHERE'S WHITFORD?

To find Brad Whitford in the warehouse, blast your way through the gates numbered 2, 5, and 8 on the map we've provided. Locate the passageway pictured below, and quickly fire CDs to blow open the box on the upper right.



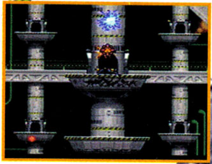


Quickly blow open the box and blast the button. Sit back, and wait for Brad to roll by.



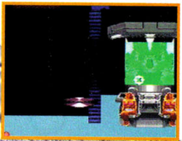
TOWER OF POWER

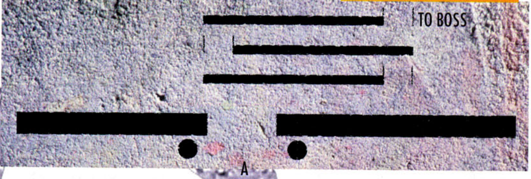
The easiest way to go up the terrorists' tower is with your crosshairs aimed just above the center of the screen.



HIT HOSTAGES?

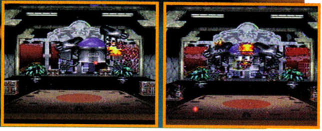
As odd as it may seem, in Revolution X you sometimes have to shoot the hostages in order to set them free. In this high-tech stage, you have to knock out the green computer screens, and then aim for the hostage's hands before they're finally released.





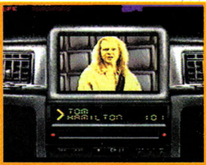
TECHNO-CRASH

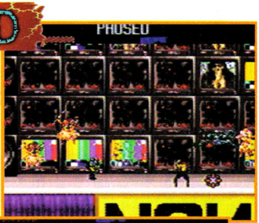
It turns out that KenniTech's top technocrat is a real mean machine! Target his seven sensitive sections to bring his head-honcho days to an end. If you wait before shooting his last sore spot, you can pick up tons of CDs that keep popping up on the floor.

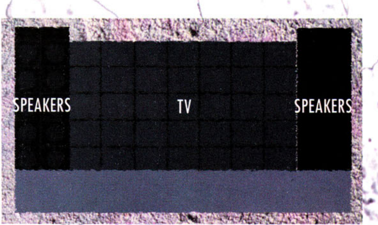


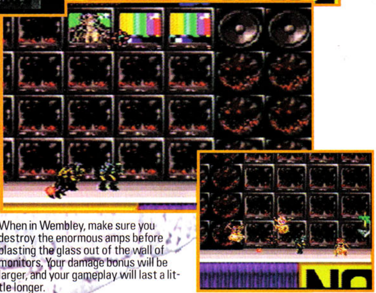
WALL OF SOUND

In honor of your valiant efforts and the revolution's victory over the New World Order, Aerosmith is planning a celebration at London's Wembley Stadium. But as you soon learn from hot rocker Tom Hamilton, the last vestiges of NON have a scheme to ruin the show. You must rush to Wembley and tear down the massive wall of monitors that NON is using for a last ditch propaganda campaign. Blast out the amps first for a bigger damage bonus, and aim for Helga's head to stock your arsenal.





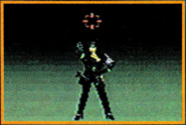


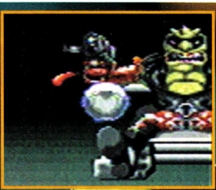


When in Wembley, make sure you destroy the enormous amps before blasting the glass out of the wall of monitors. Your damage bonus will be larger, and your gameplay will last a little longer.

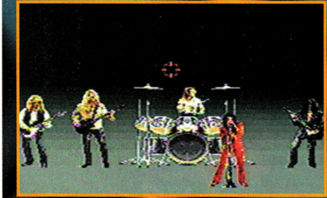
THE LIZARD KING

The New Order's finally old news, but Helga, NON's leather-wearing leader, wants a duel to the death. Taking on this testy tyrant may sound a bit too easy after defeating all the minions the New Order could muster . . . but wait, this hot-blooded broad ain't what she seems!





EARN YOUR WINGS



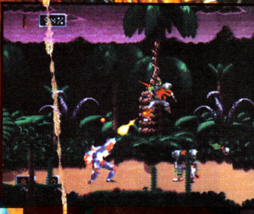
You've battled the New Order Nation long and hard, and now the whole world hails you as the hero of the revolution. You've been rewarded handsomely with huge bonuses, heaped with honor and praise, and given a passionate performance by America's hottest band, Aerosmith. If you were able to find all five band members, you'll also be treated to a special VIP visit backstage to hang with the gang. But if you were derelict in your duties, and you let even one of the rockers remain at large . . . get ready to take up arms: Revolution X is back in effect.

TM & © 1995 Target Games AB. All Rights Reserved
© Playmates Interactive Entertainment, Ltd.

MUTANT CHRONICLES™ DOOM TROOPERS

Super NES

LOCK AND LOAD! THE MEGA-CORPORATIONS HAVE INTRODUCED A NEW INCENTIVE PROGRAM AND YOU'RE IN FOR A BIG BONUS!

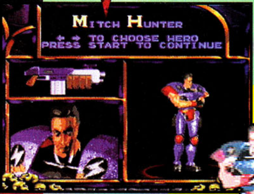


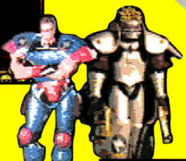
Sneaky mutants are hanging out in the trees, waiting to give you a dose of lead. Jump and fire before they drop in on you.

Drop that deck of Doomtrooper cards! The hottest selling card game since Magic: The Gathering is now available on your Super NES. Mutant Chronicles: Doomtroopers features twelve levels of cliff hanging action and futuristic warfare. Playmates has stacked the deck against you in this pasword-backed, 16-megabit game. Choose your Trooper, grab your composite armor and get ready to take on the lethal leaders from the darkest corner of the universe!

LICENSED TO DESTROY

A new planet has been discovered on the edge of the solar system. The insatiable greed of the megacorporations has pried open the secrets within its atmosphere and released a Pandora's box of despair and destruction on the solar system. Years ago the megacorporations invested billions of dollars in developing the Doomtrooper program to protect their assets. Now the fate of humanity hangs in the corporate balance sheets. Two highly trained warriors from the Bauhaus and Capitol Corporations qualify for the mission to destroy Argonath's Dark Forces. You will either guide one of them to victory or fail and enslave the human race.


MITCH HUNTER
← → TO CHOOSE HERO
PRESS START TO CONTINUE

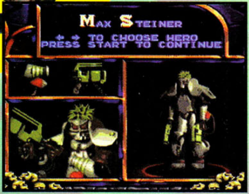


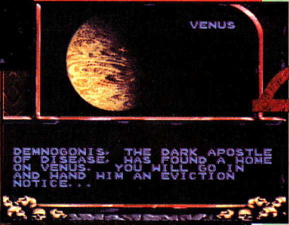
MITCH HUNTER

Mitch Hunter is a captain in the Capitol Armed Forces, an elite security division of the multinational Capitol Corporation.

MAX STEINER

Max Steiner was a helo-pilot until a scandal grounded his career. He works for a secret subsidiary of the Bauhaus Corporation.


MAX STEINER
← → TO CHOOSE HERO
PRESS START TO CONTINUE

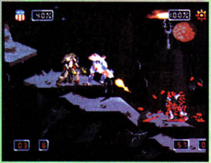

VENUS

DEMNOGONIS, THE DARK APOSTLE OF DISEASE, HAS FOUND A HOME ON VENUS. YOU WILL GO IN AND HAND HIM AN EVICTION NOTICE...

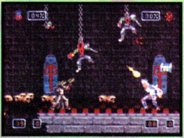
If you're tired of shuffling fantasy cards and dealing out duds, Doomtroopers for the Super NES might have the winning hand you're looking for. Just don't lose your head over it.

DOUBLE DOSE OF DOOM

Competition is always good for business, and you can double your Doomtrooper destruction by teaming up with a fellow warrior in two-player mode. The game is easier to complete this way, but you can raise the odds against you by bumping up the game's difficulty level. As an army of two, the Doomtroopers move together and share the spoils of war. Of course, you can opt to complete with your teammate for the ammunition and goods, but don't expect to survive the tour of duty if one player hogs all the supplies. In case you're wondering, you can't shoot your partner.



It's a double dose of doom! The Doomtrooper two-player mode leaves game veterans reminiscing about their Contra and Super C games.

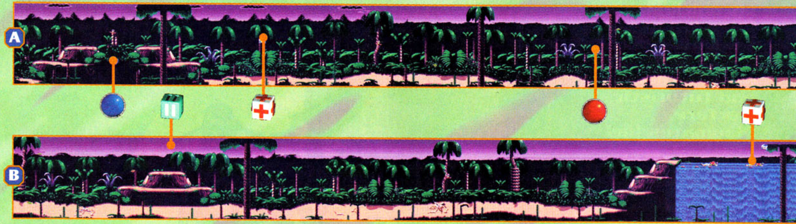


While playing as a team, be sure to allocate the ordnance, extra lives or first aid items to the trooper who needs it most.

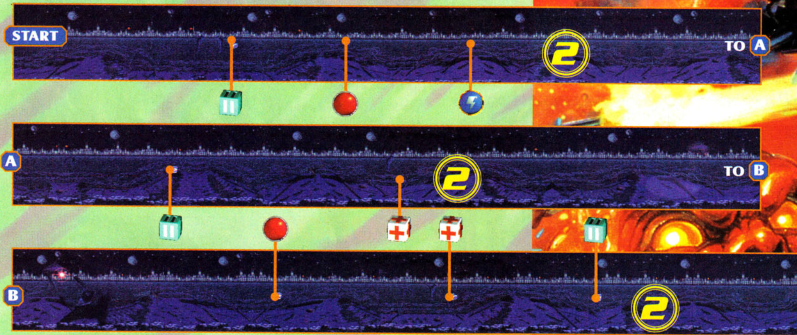
Venus

The dreaded Demnogonis is creating chaos at the Venusian terraforming project station. Your assignment is to locate and demolish his fortress and personally serve Demnogonis his eviction notice.

ITEM KEY
- ● *Blue Power-Up*
- ● *Red Power-Up*
- ● *Lightning Power-Up*
- P *Extra Continue*
- ✚ *Health Power-Up*
- ▢ *1-Up*

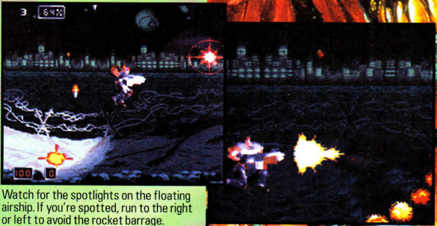


Venus Part TWO



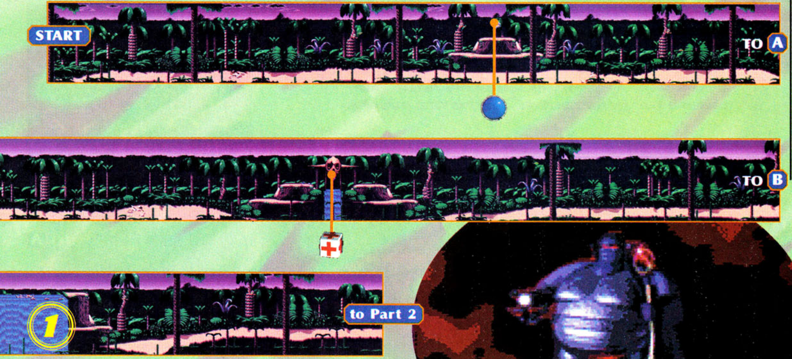
SPOTLIGHTS AND LANDMINES

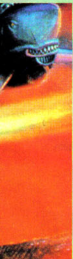
Demnogonis is building a fortress on the ruined outskirts of a Venusian city. Watch for the dim glow of land mine indicators as you run to the right. A floating airship growls overhead, patrolling the skyline. Try to avoid being caught by the airship spotlights. The searchlight operators are linked to an automated rocket battery. Troopers caught in the glare of the lights are milliseconds away from a barrage of anti-personnel rockets.



Watch for the spotlights on the floating airship. If you're spotted, run to the right or left to avoid the rocket barrage.

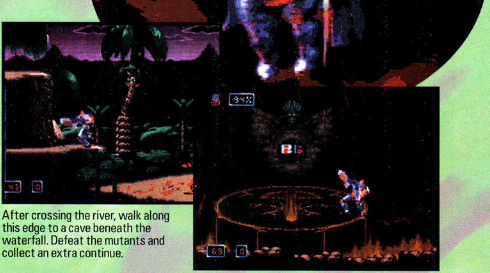
Venus Part ONE



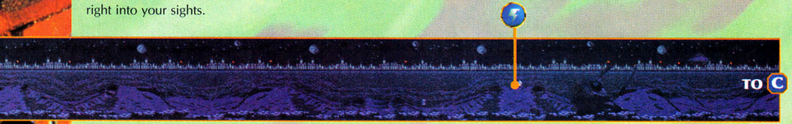


1 WATERFALL CAVE

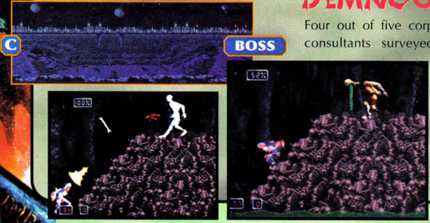
While most players have no problem finding the cave on the right side of the falls, the real trick is staying dry while crossing the river. Mutant gunners hide beneath the frothing water. While some automatically surface and fire, you must lure others up from the depths. Stand on the defeated enemies floating in the river and jump up to the right and back to where you started. This move tricks the gunner into swimming to the surface and right into your sights.



After crossing the river, walk along this edge to a cave beneath the waterfall. Defeat the mutants and collect an extra continue.



DEMNOGONIS

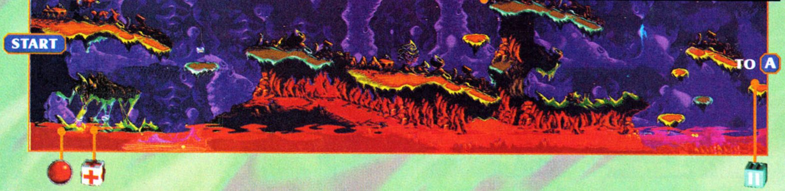


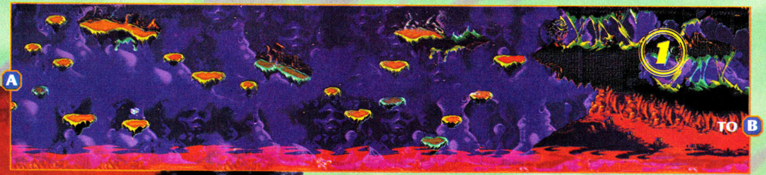
Four out of five corporate medical consultants surveyed recommend blasting the retching Demnogonis into tiny pieces before you flounder in the bubbling barrels of bile filling his chamber. You can't climb up the pile of bones, so stay low and shoot up diagonally. Keep moving so Demnogonis can't fling a femur into your face. After blasting apart this digestive disaster, you can truthfully admit that the Venusian assignment stunk. It's time to move on to the scarred surface of Mercury.

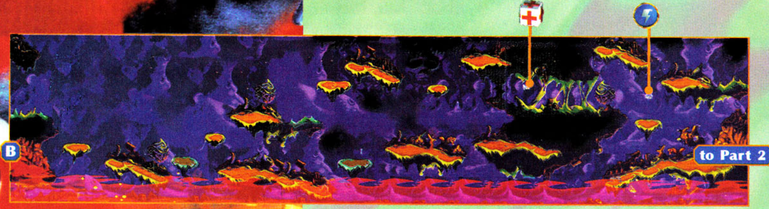
Mercury

Mercury's iron core provides the building materials for the corporate fleets cruising the solar system. Semai is creating havoc at these valuable mining facilities. Stop him before he gains control of the ore supply.

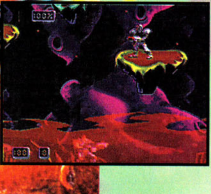
Mercury Part ONE

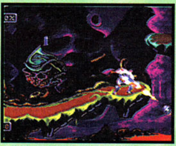






1 THE LOW ROAD



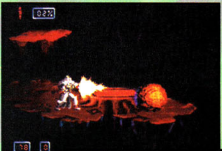


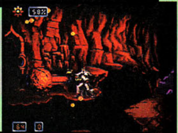
Don't get burned. Shoot the container, then jump off the ledge. Turn around in midair and grab the same ledge before you fall.

More than a few troopers make the assumption that a single stumble into the red mist of Mercury's cavern floor results in a lethal lava breaststroke. Darker shades in the crimson fog indicate solid ground. If you do fall, position your trooper so he can land on his feet. You cannot complete the stage by staying along the bottom of the cavern.

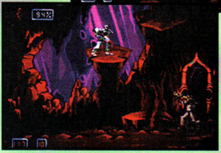
2 BOULDER BLITZ

While the rolling boulders in the caverns of Mercury might seem like they get in the way, they can work in your favor. You can move the rocks by shooting at them. Maneuver the rocks with your gun until they break down the electrical barriers sealing off the bonus area in the stage.

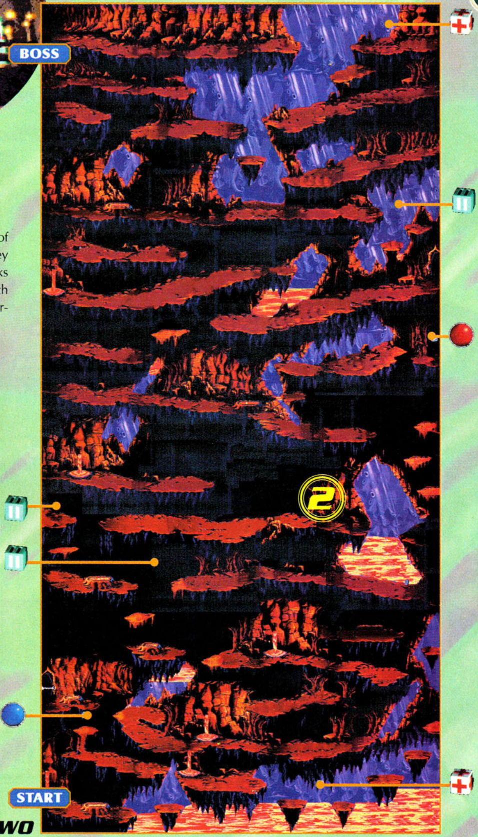




Get things rolling by shooting the rock above the electrical barrier in Mercury's second stage.



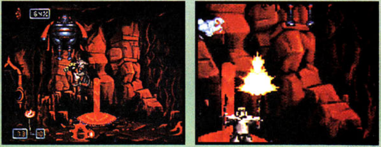
The boulder rolls down and bounces against the electrical barrier, breaking the current. Fire to roll rocks throughout the stage.



Mercury Part TWO

THE LORD OF SPITE

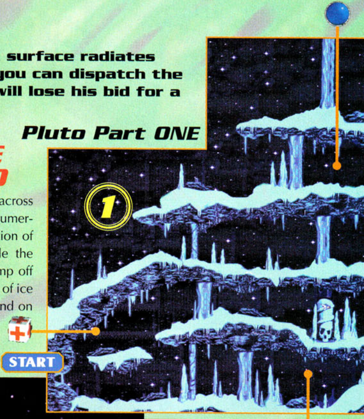
Semai, The Lord of Spite, is floating around with a ton of nifty gadgets to test your valor. While your weapons can't hurt Semai, you can make him hurt himself. Shoot at Semai's homing missiles until they begin sputtering out of control. The missiles spiral into the blue bully, eventually sending him plummeting to the ground.



Pluto

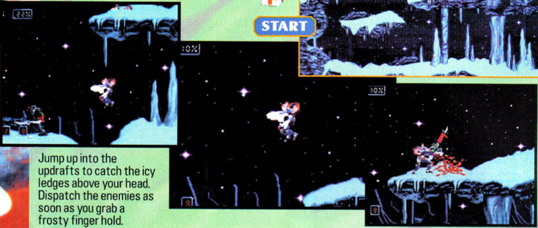
The only heat remaining on Pluto's frigid surface radiates from the barrel of your smoking gun. If you can dispatch the frozen freaks on this planet, Argonath will lose his bid for a hostile corporate takeover.

Pluto Part ONE



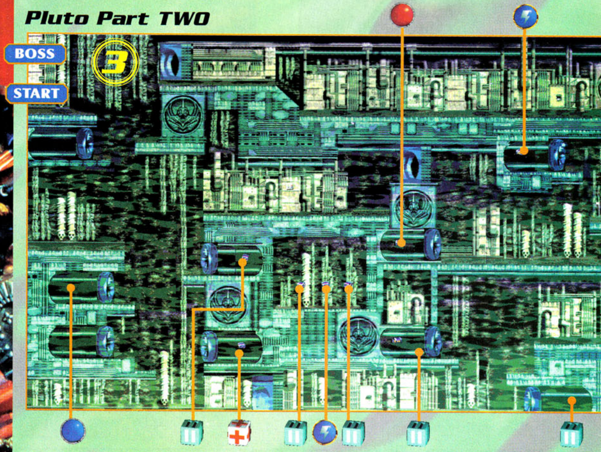
1 RIDE THE ICY WIND

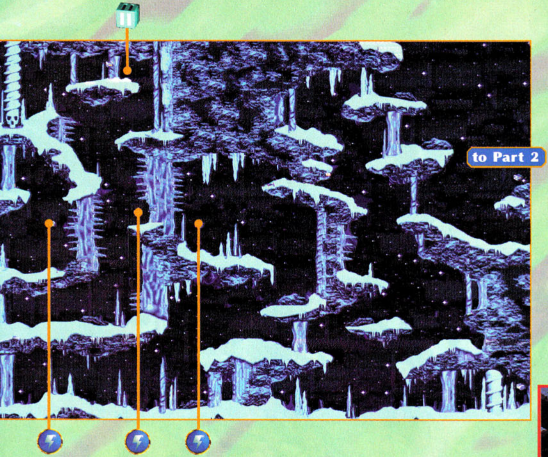
Gusty sub-zero winds whistle across Pluto's brittle terrain, creating numerous updrafts. Use the combination of wind and low gravity to scale the high cliffs in the first stage. Jump off the ledge into the rising column of ice crystals, and hope you don't land on the end of a mutant's bayonet.



Jump up into the updrafts to catch the icy ledges above your head. Dispatch the enemies as soon as you grab a frosty finger hold.

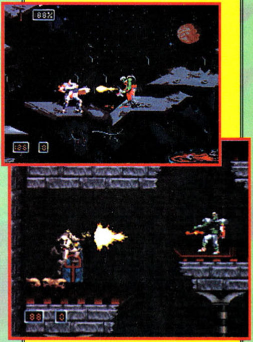
Pluto Part TWO



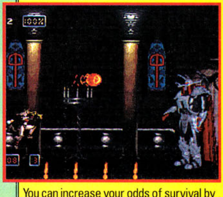


NERO

Although you've reclaimed the planet Pluto, a newly discovered sphere lies at the edge of the solar system. Limited intelligence reports indicate that the planet Nero is the Dark Legion's home world and headquarters. If Argonath were destroyed, his undead forces could never again threaten humanity.



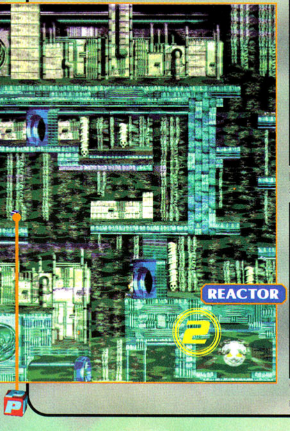
Use the jump and fire technique to neutralize any enemies above you. This method usually works better than shooting up at an angle.

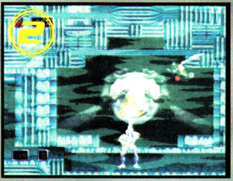


You can increase your odds of survival by continually moving about Argonath's final chamber. Extra lives ensure success.

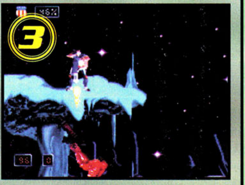
FROZEN FURY

Pluto's last two stages are tougher than any you've encountered so far. After infiltrating the subterranean fortress, you must locate and destroy the reactor core. You only have eighty seconds to escape as the core begins to overheat. Finish the planet by defeating the raging Razide roaming the surface of the icy wastes.



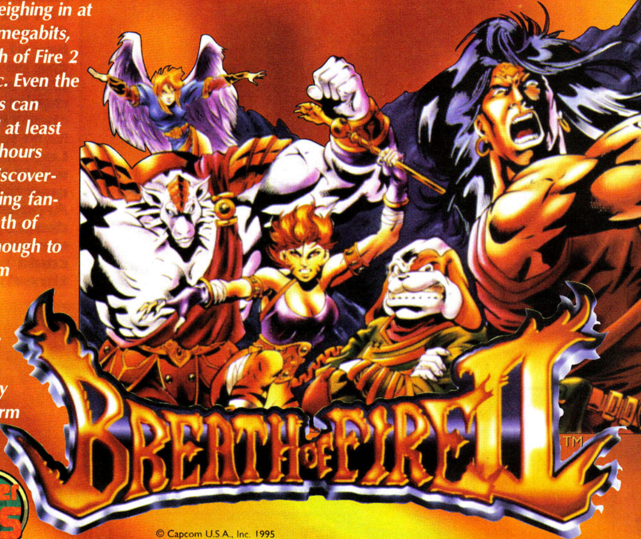


Destroy the reactor in Pluto's underground stage and get out of the facility before it blows.



You can shoot but you cannot hide from the raging red Razide. When possible, attack from above.

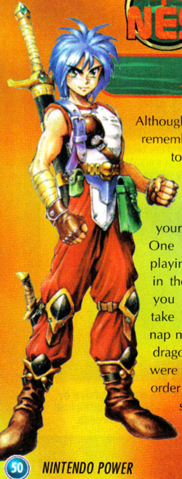
If you measure the value of a video game by the amount of time it takes you to complete it, you've just hit the mother lode. Weighing in at a whopping 32 megabits, Capcom's Breath of Fire 2 is a massive epic. Even the best RPG players can expect to spend at least fifty game play hours exploring and discovering this enchanting fantasy world. Breath of Fire 2 is large enough to distract you from the doldrums of winter, breathing life into your Super NES and keeping you busy well into the warm months of spring.



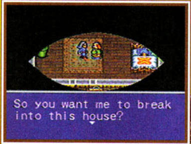
Super NES

© Capcom U.S.A., Inc. 1995

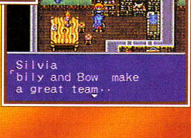
A CHILDHOOD DREAM OR REALITY?



Although it was a very long time ago, you swear you remember having a little sister. You used to play together in the tall, whispering grass growing behind the building that was your orphanage. One day, after playing for hours in the warm sun, you decided to take a break and nap near the skeletal remains of an immense dragon. You weren't scared. The dragon, you were told, sacrificed its life many years ago in order to save your village from certain catastrophe. But when you awoke from your nap, everything was different. No one remembered you, your sister, or the kind people that reared you at the orphanage. No one had seen anyone resembling your sister. It was as if your past ceased to exist. Ten years have passed since you took your nap in the shadow of the dragon skull. You and your companion, the lovable rogue, Bow, are struggling to survive in a tiny village, taking on odd jobs wherever you can. Was your childhood just a pleasant dream? Or are you still asleep, unable to awaken from your deep slumber in the whispering weeds, beneath the unblinking eye of the dragon?



So you want me to break into this house?



Silvia
「bily and Bow make a great team..

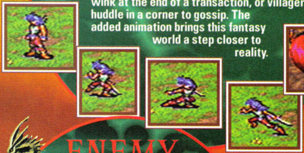
BREATH OF FRESH AIR

EPIC REVIEW

Role-playing fans know that innovation and creativity are important in all game sequels. Breath of Fire 2 fits the bill, with entertaining graphics and animation. User-friendly game features make the game easy to learn and enjoy. Despite these enhancements and features, the developers could have spent more time correcting the numerous grammatical errors that mar the text and dialogue throughout the game.

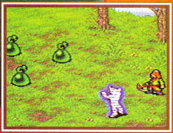
1 MORE ANIMATION

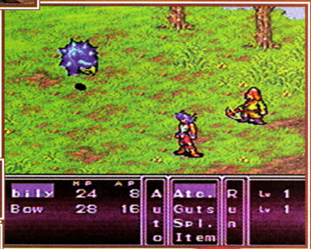
Breath of Fire 2 offers a greater range of animation frames and action than its predecessor. Party characters possess a multitude of poses and stances in battle, and villagers do more than just get in your way. Each adventurer in your party has his or her own individual style for casting spells or swinging weapons. Watch as shopkeepers add on their abacus and wink at the end of a transaction, or villagers huddle in a corner to gossip. The added animation brings this fantasy world a step closer to reality.



3 VIVID GRAPHICS

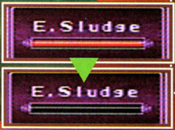
Breath of Fire 2 features enhanced town and combat screen graphics. Watch as water ripples when it fills a basin and shadows loom at dusk. The details keep you looking and longing for more.





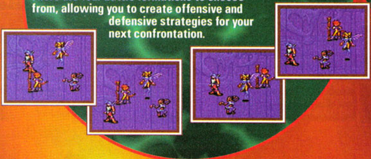
2 ENEMY METER

A bright red enemy meter takes the guesswork out of how many hit points your foe has remaining. This gauge does not appear on monsters or guardians that your party encounters for the first time in the game.



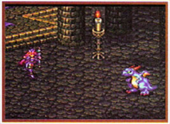
4 POSITION YOUR PARTY

Breath of Fire 2 provides players with the option of customizing the battle formation and marching order of the characters in their parties. This is an important feature in combat since you want to protect weaker characters, like spell casters, and place them behind stronger, more experienced adventurers in your party. There are four battle formations to choose from, allowing you to create offensive and defensive strategies for your next confrontation.



5 DRAGON ATTACK

While the hero's Dragon Attack inflicts a lot of damage, your hero character won't learn about his gift until most of the characters have joined your party. Like the Dragon Attack in the first Breath of Fire game, this spell depletes a huge number of magic points each time it is used. Save the Dragon Attack for the toughest enemies and most desperate situations.

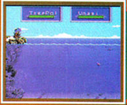


THE CAST OF CHARACTERS

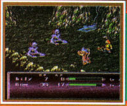
An exiled princess, a cursed frog and a feisty feline are just a few of the characters you encounter in your quest through the mysterious and dangerous lands of Breath of Fire 2. Each character that joins your party possesses an important skill essential for attaining victory. Teamwork is the winning recipe for successfully completing this role-playing epic. Familiarize yourself with the two special abilities possessed by each character and know how they work before you need to use them. To make your quest a little easier, we've included brief descriptions of all characters and their individual talents and skills are below.

1 THE HERO

You're the main character in Breath of Fire 2, and you need to name this character. Be creative–you only have room for four letters in the Hero's name. In addition to fishing skills and guts, your hero possesses the Dragon Attack.



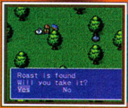
When the going gets tough, the tough go fishing. After buying bait and a rod, you can fish for goods wherever you see the jumping fish.



Every good story has a tough hero with guts. Use the Guts command if your hero is about to be defeated. You might find a happier ending.

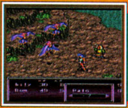
2 BOW

A childhood friend of the hero, Bow means well but often uses poor judgment in his interactions with others. It's up to you to keep Bow in line and out of trouble. If it weren't for his great hunting skills, you might just write him off.

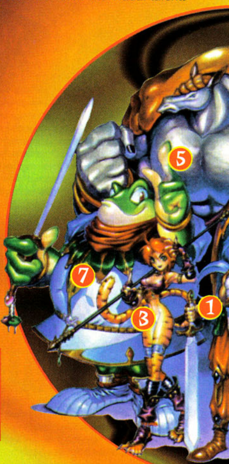


Roast is found
Will you take it?
Yes No

Use Bow's hunting skills when you see the grass moving on the map screen. You can't catch anything unless Bow is at the front of the party.

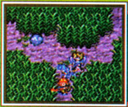


Bow has great marksmanship. You can rearrange your party order to allow Bow to shoot unhindered from behind the front line of battle.

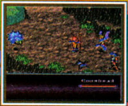


3 KATT

Katt's feline fighting skills keep her on her feet when the rest of the party is laid low. What she lacks in magic skill she makes up in courage and strength. Katt joins the party after you defeat her and win her respect in the Coliseum.



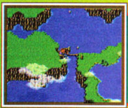
Like Bow, Katt prefers to hunt for food. To hunt successfully, Katt must stand at the front of the party and adjacent to her prey.



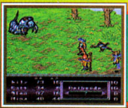
Katt's Dare ability allows her to taunt enemies. The Dare becomes indispensable as she becomes more proficient in dodging attacks.

4 STEN

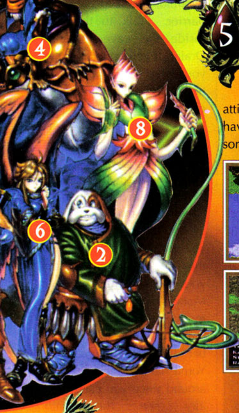
While Sten likes to monkey around, he's a tough scrapper in a pitched battle and a welcome addition to your party. Be sure to use his acrobatic skills when you attempt to cross the high, windy cliffs that divide the land.



Sten's long reaching ability allows your party to span the gaps between the posts on narrow cliffs. He must be at the front of the party.



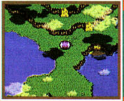
Sten keeps a low profile during his Rip attack. This fools enemies, convincing them that he's already been defeated or isn't a threat.



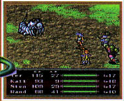
5

RAND

Rand has the strength and stamina to pull your party through the toughest battles. His loyalty, honor and positive attitude make him an ideal companion to have at your Hero's side. Rand also knows something about the art of magic.



Rand has a interesting method for getting the party around the countryside. He rolls into a ball when he's at the front of the party.

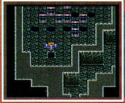


Use Rand's Wake command to rouse party members that snooze under a sleep spell. This command can save you spell points.

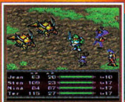
6

NINA

Nina is the princess of Windia, but she's been exiled because she looks different from the rest of her people. While weak in appearance, Nina wields powerful magic spells that can knock the heaviest monsters off their talons or feet.



Float above the pitfalls that would normally snare an ordinary party. Your party can hover above the ground when Nina leads the group.

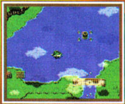


Like the Hero's Guts command, Nina's Will option allows her to remain in the fight after taking a blow that would normally finish her.

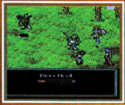
7

JEAN

A prince of the underwater city, Jean is under a witch's spell until your party releases him. Help him regain his rightful place on the throne by overthrowing an imposter. Jean has a reputation as a gourmet cook, but he won't serve frog legs.



Explore the shallow depths of the world when you let Jean lead your party. Use the reptilian breastroke to explore near the shoreline.

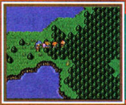


Jean's jab attack is an alternative to his normal battle options. The jab command inflicts more damage as Jean increases in levels.

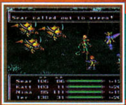
8

SPAR

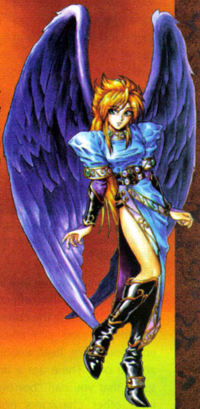
A creature of the forest and grasslands, Spar understands the language of the woodland creatures and plants. You'll see him early in the game, but you probably won't recognize him. Spar joins you when you can free him from captivity.



When placed at the front of your party, Spar can take your party through the darkest forests without becoming tangled in the thickets.



Spar can call upon the forces of nature when he uses Green Magic. Green Magic is given to those who listen to the forests and grasslands.

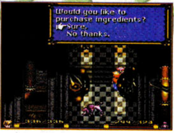


SECRET OF EVERMORE

Not since "The Smog Monster That Inhaled Los Angeles" has there been this much excitement and adventure on your television screen! This month, Epic Strategies takes you into the imaginary world of Secret of Evermore, a place where dreams become reality and fantasies can be downright deadly!

ALCHEMY 101

If you're one of the legions of players who have already embarked on the Evermore adventure, then you know how entertaining and challenging this game can be. It has much in common with Secret of Mana and other past Square Soft efforts, but it also has a number of elements that make you approach adventuring in new ways. For example, rather than use the tried-and-true concepts of spells and magic points in this game, Square created a system of alchemy formulas.



Would you like to
purchase ingredients?
☞Sure.
No thanks.

Finding enough ingredients for all of your alchemy formulas is a constant struggle.

These formulas are recipes for creating magic-like effects, and by combining the correct ingredients, you can engulf enemies in fire, heal wounds and so on. There are a few spells that you can "borrow" from other characters from time to time, but they don't play a big role in the game. You don't need to find all of the formulas to complete the game, but we'll tell you how to get a few of the more useful ones, as well as some that are just plain hard to find.

Acid Rain

Use this caustic formula to rain on your opponents' parade...with acid! Once you defeat Thraxx's Heart, you'll appear on the north side of the Big Bug maze. Go to the upper left of this area and go up one screen. Now go to the upper right and follow the path to the man who has this formula. Like all alchemy formulas, Acid Rain will grow more powerful the more you use it, but it doesn't hit enemies quite as hard as Fireball or Hardball.

Crush

Crush is especially effective against major foes since it doesn't have any specific properties, like fire or ice, that some enemies can defend against. After you wake up on the shores of Antiqua, you'll eventually meet a fellow named Blimp. In the middle of your conversation, you'll gain control of the dog, who is in another part of Antiqua. Run right, up and enter the big building (it looks like a palace or temple). You'll overhear a conversation, then the scene will shift back to the boy. Keep talking to Blimp to receive Crush.

Limestone + Wax = a crushing blow to your enemies!

Sting

Your enemies will be in a world of hurt once you conjure up a swarm of huge killer bees! As you make your way across the Great Desert, stop at each oasis until you find an old man who will give you the secret formula for this attack. Luckily, the oases will replenish your hit points. The old man appears at random, though, and even if you search diligently, he may never show himself.

Drain and Double Drain

Both of these formulas steal hit points from one or more enemies and give them to the boy. In the Right Bank area (where the broken bridge is, west of the town of Crustacia), there's a cave blocked by a cracked wall of stones. After you get the Bronze Axe from the Great Pyramid, use it to break the barrier. Talk to the man inside the cave to learn Drain. If you go to him after you defeat Aegis in Nobilia, he'll give you the more powerful Double Drain formula.

Fireball

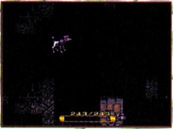
Once Fireball gets to level 4 or 5, you can give even major enemies a major hot foot! Search for the formula after you get the Bronze Spear in the Hall of Collosia. After your battle with the Mad Monk, go up to the room with four golden pillars. Go to the lower left corner of the chamber and enter the passage. You'll have to feel your way around since you can't actually see the path. Madronius's brother, the keeper of the Fireball formula, will be in the second chamber you find.

Lance

The Lance formula will turn most any opponent into a shish kabob with a swift barrage of razor sharp projectiles. In the town of Ivor Tower, explore all the houses below the castle until you find a woman who mentions her husband, Lance. Go upstairs to the room with the treasure chests in it, but do not open them yet. Go back downstairs to find Lance, who will give you this terrific attack formula.

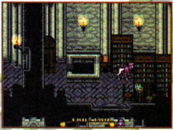
Fire Power

Fire Power, which creates multiple fireballs, is one of the best attack formulas and one of the trickiest to find. While the boy is being honored at the Queen's banquet, you'll suddenly take control of the dog, who is chased into the steam vents. Explore the tunnels until you find a balcony on the left side of the castle. Go to the top door, enter the room and drop down the vent. Go all the way right, up, right, up and then take the next right. Now go down, right and down into the vent. Go right through two rooms and into the vent. Go all the way left, up a little, then right into a dark passage.



The light-colored square marks the entrance to the maze where the Queen's Key is hidden.

You can't see the path in this part of the maze, so you'll have to feel your way through. Go to the right and take the first path going up. Now go up all the way, go right, take the first path up, go up all the way, then go to the right. Talk to the woman to get the Queen's Key. Go back to the left and work your way out of the dark area. Go to the top left corner and enter the vent. Go left one room and enter the vent. Keep exploring from here until you end up on the balcony on the right side of the castle. From there, you'll find your way to the banquet. You'll be thrown in jail, and despite the fact that you break out of your cell, the Queen will pardon you. Before you head off to Ebon Keep, explore the right side of the castle until you find a man who will trade the key for Fire Power. The key appears only during the dog's first trip through the steam vents, so if you try to find it after you escape from jail, it won't be there. The instruction manual states that the damage inflicted by Fire Power is equal to the boy's current hit points, but this is incorrect.



Most players miss the hidden vent behind this bookcase.

Corrosion

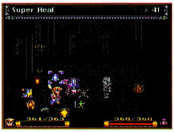
Take your opponents to the cleaners with this powerful chemical shower! After you escape from your cell in the Ivor Tower dungeon, you'll find the entrance to the sewer. Enter the running water and ride the current to the right, then all the way down. Go to the right until you come to a four-way intersection, then take the path going up. Ride the current to the top of the path where it splits to the left and right. Run to the right against the current (tap the A Button to get some speed) until you find a man. Talk to him to receive Corrosion.

Explosion and Slow Burn

You'll find the recipes for these combustible concoctions in Tinker's Tower, in the upper right corner of Ebon Keep. After you meet the real Queen Bluegarden in the castle, go to the tower. Read the book on the lower left table to learn Explosion, and search the upper left bookcase to find Slow Burn. Explosion can blow up enemies, of course, but it can't blow up barriers, as stated in the instruction manual. Slow Burn has the same effect as the Drain formulas, but it's much more powerful. Both attacks work well against multiple enemies.

Super Heal

You can do just fine without a lot of the alchemy formulas, but this one is indispensible! After you meet the real Queen Bluegarden, go to the far left side of Ebon Keep. Enter the bottom left room and talk to Naris. Guess the number of marbles in his hand (it's a random number) to receive the formula. Super Heal restores all hit points, and it works on the boy and the dog.



Stock up on Ethanol and Acorns for the Super Heal formula.

Regrowth

Pump yourself up with a dose of the Regrowth formula, courtesy of a kind woman in the town of Ebon Keep. Go up to the fourth level of the town and walk to the last house on the right. Press against the right side of the house to enter a secret room. Regrowth will gradually regenerate your and/or your dog's hit points for a short period of time.

Barrier

The Barrier formula restores some of your hit points and temporarily protects you from all enemy attacks. Once you get the Windwalker aircraft from Tinker, return to Nobilia and speak to Horace in the top building to learn how to whip up a batch of the stuff. It just goes to show that it pays to keep in touch with your old friends!

Barrier will come in handy in the big battles ahead!

Miracle Cure

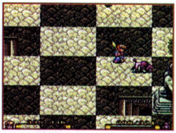
Feeling a bit under the weather? The Miracle Cure is good for what ails you, and it's safe for both boys and dogs! After you get the Windwalker, pay a friendly visit to Strong Heart's Jungle Hut south and west of Fire Eye's Village. This stuff is better than Mom's chicken soup!

Nitro

If you want to make a big impression, you can't go wrong with Nitro! You can obtain this devastating formula after you get the Shuttlecraft. Land near Ebon Keep, then go to Tinker's Tower and read the book on the bottom left table. This is the same book that had the Explosion formula in it. Speak softly, but carry a really big bomb!

Force Field and Stop

Are the battles starting to get a little hot for you? Maybe you could use a couple of defensive formulas. Force Field generates a protective shield that blocks one or more hits, while Stop freezes enemies in their tracks. Both of these formulas are hidden beneath the Chessboard between Ivor Tower and Ebon Keep. After you meet Professor Ruffleberg in Omnitopia, a new staircase opens in the Chessboard. Go down the stairs and look for a man in the lower right corner of this area. If you're lucky, he'll give you the formulas free of charge. If he's not feeling so generous, he'll ask for an Oracle Bone as payment for his services. If you don't have an Oracle Bone on you, travel to Nobilia and buy a Golden Jackal (cost: five Jars of Spice or two Chickens) and a Jeweled Scarab (cost: one Jar of Spice and two Bottles of Perfume). Return to the Ebon Keep marketplace and trade these items for the Oracle Bone. What a bargain!


The new path is located in the bottom right corner of the Chessboard.

You can't hurt enemies while they're Stopped, but you'll have a chance to heal yourself.

Reflect

Reflect will blunt or repel magical attacks for a short period of time. Look for the formula in the Junkyard area of Omnitopia after you receive the Neutron Blade. Starting from the green section of the Junkyard, go to the top left corner, then go right into the light beam. Walk to the right and press the levers (use the B Button) to open the glass doors. Talk to the robot to get the Neutron Blade, the most powerful sword in Evermore. Now go back to the left (don't bother defeating the raptor) and activate the trap door by pressing the B Button. Go to the upper right and talk to another robot to get Reflect. With the Neutron Blade and Reflect formula in your arsenal, you'll truly be a force to be reckoned with!

A BOY AND HIS DOG

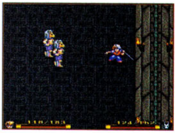
Another unique aspect of Secret of Evermore is how you often must split up your party to get past an obstacle or solve a particular problem. Many role playing games have used this idea before, but each group usually had a major task that would take a long time to finish, and you would still deal with only one set of characters at a time. In Secret of Evermore, you often alternate between the boy and the dog several times within a short period, with each character taking one step or a few steps at a time to solve a single problem. We've jotted down a few tips for getting past some of the many-sided puzzles in this game!

You wouldn't make it very far on this quest without the help of your canine partner.

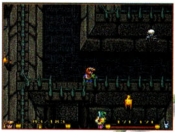
The Great Pyramid

Getting through the Great Pyramid west of Crustacia usually takes a lot of trial and error, and because of the collapsing bridges, it's easy to get stuck. Starting at the base of the pyramid, have the boy stand on the button to the left of the gate, then switch to the dog and take him through. Switch back to the boy, go up the stairs and walk around to the door on the right side. Once inside, work your way towards the left and enter the door guarded by the two Sons of Set. You'll appear at the top of the pyramid. Climb down the steps and enter the door. Work your way to the upper left, past the Stone Cobra statues, and step on the ankh symbol to destroy the wall above you. Go to the top left and head down the stairs. Now switch to the dog and jump up over the water to the area with the four symbols on the floor. Stand on the top left symbol to open a gate near the boy. Switch to the boy and go through the gate. Go up all the way, then left, down and right past more Stone Cobra statues. Cross the third bridge, then go left to the gate. Switch to the dog and stand on the bottom left symbol. Switch back to the boy and go through the gate.

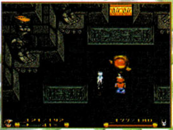
You can explore side passages, but be careful of the collapsing bridges!


Be ready to battle the Sons of Anhur. There's no turning back!

Go up and defeat the two Sons of Anhur to get the Bronze Axe. Be warned: do not leave this chamber until you've defeated the Sons of Anhur. If you cross the bridge below, it will collapse, and you won't be able to return to this spot. You'll fail your mission, and you'll have to restart the game! Once you've won the axe, go to the right and use it to break through the stone door. Go up and right and destroy another door. The man in this chamber will save your game. From this room, follow the path down and right, go down across the bridge and stand by the gate to your right. Do not go to the left and recover the dog yet, or you won't be able to get the Regenerate spell. Switch to the dog and stand on the bottom right symbol. Switch back to the boy and go up through the


After you save your game, follow the path down and right. Don't go down through the door.

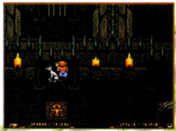
gate. Go past the statues and break down the door. Open the chest to receive Regenerate. Go back down through the gate, then left, then cross the second bridge. Go left and destroy the stone door. Enter the symbol room to recover the dog. Go back the way you came and cross the bridge on the far right. Go right, cross the bridge and go up through the door to return to the first section of the pyramid. Work your way left and enter the same door you went through before. You'll appear back on top of the pyramid. Go left to the blue gate and have the boy stand on one button and the dog on the other. The gate will open, and both characters will enter the chamber automatically. Your battle with the wicked Rimsala for the first Diamond Eye awaits!



After all that searching, you'll finally meet up with Rimsala!

Great Pyramid Extension

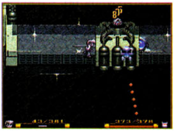
Later in the game, you must help Tinker build the Rocket that will take you to the world of Omnitopia. Tinker needs the Diamond Eyes, which are now being kept by Tiny the Barbarian in the Great Pyramid Extension. From the main pyramid, go down and right into the dry riverbed. Go right, enter the cave and step on the teleporter. You'll materialize in a large chamber with a boulder and three symbols on the floor. Use the Levitate formula to place the boulder on the symbol on the right. Stand on the left symbol, then switch to the dog and have him stand on the center symbol. This will open the gate above you. Walk up through the gate and step on the teleporter, which will transport you to a different part of the maze. When you materialize, turn around and re-enter the teleporter you just came from. Keep teleporting, using the same teleporter you come out of, until you reach Tiny's room. (The number of teleports needed may vary, but it's usually no more than three or four trips.) He'll give you the Diamond Eyes, and you'll automatically return to the room you started in.



If the boulder isn't in this chamber, you're not ready to get the Diamond Eyes yet.

The Halls of Omnitopia

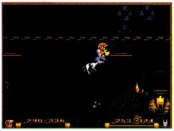
A large part of Omnitopia's Main District is made up of a series of rooms connected by hallways. Some of the hallways are blocked, and you must defeat the Sphere Bots to open them up. Switch to the dog and enter the top right circular door in any of the rooms. The dog will rise up and hover at the same level as the Sphere Bots. Defeat the bots to open up the center doors in some of the hallways. If you start a saved game here or return to Omnitopia from another world, the bots will reappear and you'll have to defeat them all over again. If you approach a door in the Main District and it doesn't open, then it's locked permanently and will not have any effect on the game.



You can't harm the Sphere Bots, but the dog can!

The Hall of Collosia

You don't need to pull any clever character switches to get through the Hall of Collosia, but since a lot of players have been asking about it, here are some basic directions. Go to the top left corner of the main chamber and step on the switch. This will open a door in the left wall. Go through the door and follow the path upward. Hit the cube to make a bridge appear. Cross the bridge, follow the path to the upper left corner and step on the switch. Retrace your steps until you find another cube. Hit it, then run around the corner to the left and cross the new bridge before it disappears. Make your way back to the right and into the main chamber again. Go down to the bottom right corner and go through the door. Defeat the Mini-Taur to make a switch appear, then step on it. Return to the main chamber once again. Now go to the bottom left corner and walk through the door. Follow the path through this new section, making sure to step on all the switches as you go. You'll eventually come full circle. Go through the door at the top of the path to return to the main chamber. Go to the top right corner and go through the door. Follow the path up, right and down to find the Mad Monk. You'll cross a break-away bridge, but don't worry about it. After you defeat the Mad Monk to get the Bronze Spear, retrace your steps to the bridge. Equip the spear, stand just to the left of where the bridge was and face downward. You'll automatically throw the spear, hitting a switch and making the bridge reappear. Go down and left to return to the main chamber. If you need to save your game along the way, use Revealer in the main chamber to find an alchemist. Now go to the top of the room and stand between the two brown floor plates. Face up, and you'll automatically throw the spear and make a bridge appear. Cross the bridge to begin your battle with the mighty Megataur for the second Diamond Eye!



Use Revealer in the top right corner of the main chamber.

ENIX ON A QUEST

One of the institutions of American RPGs has gone off on a quest to define the next generation of epic games, and in the process has temporarily closed its American office. Enix America Corporation went on an open-ended sabatical in November after six years in the United States. The parent company in Japan continues to be one of Nintendo's main licensees, but it has decided not to bring out any new product in the U.S. for the time being. Over the years, Enix has published some of the classic RPGs and adventures for both the NES and Super NES. The first game that appeared under the Enix brand name was Dragon Warrior II, although Nintendo had previously published Enix's classic Dragon Warrior. Some of you may recall the most incredible Nintendo Power subscription premium of all time when we gave new subscribers a copy of Dragon Warrior. The Dragon Warrior series, which was Japan's Dragon Quest in translation, continued through two more games for the NES.

ENERGY
Biolion
ENERGY
IRONMAN 57/ 65
COLOSUS 70/ 70

SIM FILLMORE
ANGEL
SP 100/100

HP: 30/30
EVO.P: 20

When the Super NES showed up, so did Enix, with a unique game that mixed action and simulation. ActRaiser boasted incredible graphics that still raise eyebrows. The action consisted of swordplay and featured large enemies, while the simulation segments required players to build villages. Enix has never shied away from unusual games. E.V.O.: Search for Eden, published in 1993, put players in the role of a continually evolving animal. Players chose how and when to evolve and created strange creatures with incredible physical powers. Even when it was experimenting with unique games, Enix also published classic RPGs Dragon Warrior III and IV for the NES, Seventh Saga, BrainLord, and Paladin's Quest for the Super NES. Enix even explored the relatively empty field of science-fiction RPGs with RoboTrek, a game in which players made different types of robots to help them get through the game. Enix America's legacy also includes games such as Ogre Battle, which crossed the lines between strategy and RPG for a truly unusual gaming experience. In an age when most companies think innovation is a bad word, Enix has given players a choice of some of the most intelligent and challenging games around.

So what does all this mean for the games that Enix was planning to bring out in the United States, games such as Dragon Quest VI, Genesis, Seventh Saga II and Tactics Ogre? It is certainly possible that some other companies will pick up the games for American distribution, but that is in no way certain. Dragon Quest VI has the best chance of showing up because it is such a huge title. In Japan, where the arrival of Dragon Quest games is heralded like a national holiday, Enix expects to sell about three million copies practically overnight. The number of American RPG players has always been assumed to be much smaller than the number of RPG gamers in Japan. At Epic Center, we believe that RPG and strategy gamers may be a smaller group, but that they're far more dedicated than your average game player. We'd like to hear from you if you want these games to be released in the U.S. We will pass the message on to game publishers who might be interested in the epic market. You can write to the Epic Center at a special Nintendo address: Nintendo Power Epic Center, P.O. Box 97037, Redmond, WA 98073-9737 or you can contact us through Nintendo Power Source on America Online or at our web site at WWW.NINTENDO.COM. If you want to play these great Enix games, speak now or start learning Japanese.

COMMAND
AAAA
LV 1
HP 15
MP 0
G 120
E 0
FIGHT
SPELL
RUN
ITEM

A Red Slime draws near!
Command?

JAPANESE NEWBIES

The most popular games in Japan last month, according to several Japanese magazines power charts, included Mana 3 (what would have been Mana 2 here), Tactics Ogre, Wizardry from ASCII and a brand new game on the charts from Hudson Soft called Metal Max Returns. Metal Max Returns features heavy armored units that are used like characters in an RPG. Instead of stocking up on potions and learning magic, players build newer and tougher battle tanks. Battle screens show your tanks and the enemy armor facing off. MMR also has a traditional RPG element in which you walk about in towns, gathering information and building up your tanks. One new RPG for the Super Famicom sports the unusual name of Crystal Beans, while another has the interesting sub-title, "Let's Cling Together." Next month, we'll have a special look at the just-released Japanese version of Dragon Quest VI.

GRIFFEY
24
DIDDY'S KONG QUEST
DANGER

Bonus Issue '96

MEMBERS ONLY SPECIAL

GRIFFEY SEASON PREVIEW Pg. 6

BEST OF '95 Pg. 2

POWER PASSWORD SPECIAL Pg. 14

Inside Disney Interactive Pg. 10

THE BEST OF 1995

In spite of dire predictions from some quarters, the video game industry remained strong in 1995, especially for the Super NES. A big part of the reason for this success was the quality of new games from Nintendo and third-party publishers—quite possibly the best lineup in 16-bit history. In the following pages, we look back at the best games of 1995 as voted by our editors at Nintendo Power.

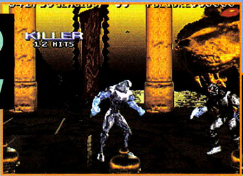
Super NES

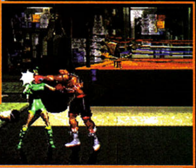
#1

DONKEY KONG COUNTRY 2: DIDDY'S KONG QUEST

Last year's number one Super NES game cleaned up with a lion's share of the votes, but this year's winner had some of the toughest competition ever. In the end, Diddy and Dixie's incredible adventure in Kremland racked up the winning score. What made the difference? We felt that DKC 2 did everything well, plus it was a game for everyone. You didn't have to be a fighting fan to get worked up about this game, but you had to fight every moment if you wanted to reach K. Rool. This year's ACM star from Nintendo and Rare Ltd. improves on last year's best-seller in every category: better graphics, better sound, more areas, greater challenge. And when you consider that the original DKC set a new standard for video games in all these areas, you can see why DKC 2 was the natural top pick.

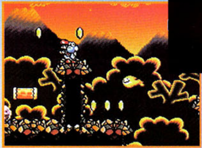
KILLER INSTINCT 2



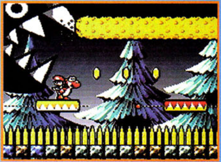


The team of Rare and Nintendo scored again with this year's ultimately cool tournament fighter Killer Instinct. KI proved that the action of even the most sophisticated arcade games could be brought home for the Super NES. In the world of fighting games, KI introduced gamers to a whole new level of challenge and strategy with its huge assortment of combos, breakers, finishers and other special moves. Scores of players were just so dazzled by the presentation of 3-D rendered graphics and killer sound that they had to own the game and the special CD.

YOSHI'S ISLAND 3

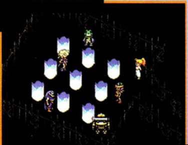


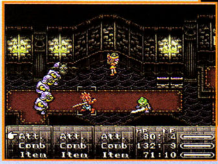
Shigeru Miyamoto's magic took on a new look in this year's surprise hit. Yoshi's Island combined the frantic antics of previous Mario games with the new look of Nintendo's Morphmation technique using the FX^2 chip. The wavering screens and huge character effects made heads turn, and the variety of the game play in more than 60 stages of platform action made thumbs burn. Although Mario returned as an infant in Yoshi's Island, the feel of the game owes much to the earlier adventures in the Mushroom Kingdom. Like the girl in the ruby slippers once said, there's no place like home.



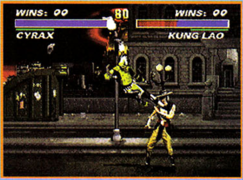
CHRONO TRIGGER 4

Quite possibly the best RPG in history, Square Soft's Chrono Trigger came within a hair's breadth of the top three positions in the closest four-way race ever. Chrono's intertwining of plot elements and game play drew players into a world of time-travel, high technology and magic. An all new battle screen system with combo fighting techniques allowed them to rock in ways never before seen in an RPG. But the biggest improvement had to be the presentation of graphics and sound. This game gave players a symphony on the Super NES.





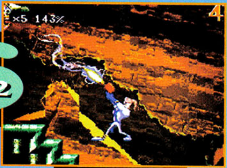
MORTAL KOMBAT 3 5



Some things get better with age and Mortal Kombat 3 from Williams Entertainment turned out to be one of those things. The third game in the series added new characters, new moves, and new features such as Kombat Kodes and animalities. The Super NES version of MK3 contained practically everything found in the original arcade game, including excellent graphics and tight play control. MK3 received a Mature rating from the ESRB in spite of the fact that it was pure fantasy. Even so, chances are that fighting fanatics will make it one of the biggest hits of all time.

EARTHWORM JIM 2

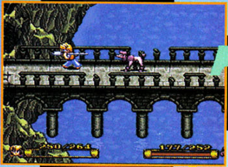
6



If the first Earthworm Jim was weird, Earthworm Jim 2 was totally demented, although in a heroic, wacky, lovable sort of way. Playmates gave the developers at Shiny Entertainment free reign to incorporate jokes, gags and pratfalls in the ten wildly different platform stages everything from puppy tossing to snot swings. Besides the high fun factor, our editors loved the variety of play, the graphics, the music and the cows.

7

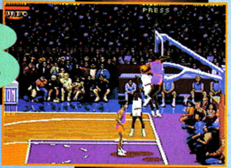
SECRET OF EVERMORE



Square Soft's first Super NES game developed in the United States impressed everyone on the Power staff. Using many elements from Secret of Mana, the developers at Square crafted an engaging adventure with perhaps the most entertaining screen text of any video game to date. Evermore also boasted a rich variety of worlds, graphics, sound and such memorable characters as the Mummy Cat and the Pigpoodle.

NBA JAM T.E.

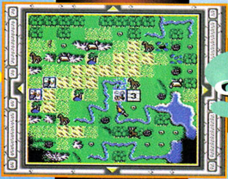
8



Although most of the winning titles were released in the final four months of '95, the year started off with a slam. Acclaim's excellent arcade hoop title, NBA Jam Tournament Edition, hit the court in February and kept the action hot on the Super NES throughout the winter and spring. The opinion at Power is that four players can't have much more fun with a game than with NBA Jam T.E. Tons of hidden personalities including the president and his wife added to the fun, but the two-on-two court action was the real draw. Fast action and incredible moves won the votes for NBA Jam T.E.

9

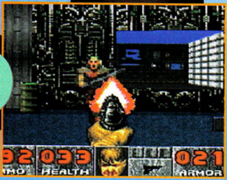
CIVILIZATION



Something of a surprise, but one of the most deserving games ever for the Super NES, Koei's Civilization won a loyal following of strategy players who were willing to go to war to argue the game's merits. Civilization requires players to think, plan and become as devious or noble as real world leaders. The PC game has won just about every award in its category and it looks like the Super NES version could do the same.

DOOM

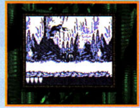
10



You heard about it on the PC. You read about it in the papers. Finally, you could play it on your Super NES. We were impressed by William's Super NES conversion of this first-person perspective action-thriller, in spite of its Mature rating and gallons of spilled alien gore. What was so great? Doom is all about anticipation. You never know what's waiting around the next corner, but whatever it is, it probably wants you for dinner.

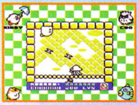
Game Boy got its first ACM games and the return of a well-rounded friend in 1995.

1 DONKEY KONG LAND



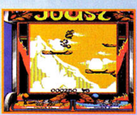
Nintendo squeezed its big ape super star into Game Boy in this rollicking action game developed by Rare. Packing all the visual appeal of DKC into four megabits and four shades (or four colors with Super Game Boy) wasn't easy, but DKL showed that it could be done. Voters appreciated the depth as much as the amazing graphics.

2 KIRBY'S DREAM LAND 2



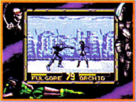
Being a pink, round, bag of wind doesn't ordinarily give you an edge in life, but Nintendo's Kirby turns it into a virtue. His latest adventure gave our editors some of the best all-around platform gaming action of the year. Kirby's pals added a new dimension to the huff and puff of previous Kirby games. This was a very close number two choice.

3 DEFENDER/JOUST



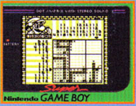
Nintendo's arcade classic series recreated many hit titles from the early eighties, back when most video games and a lot of today's players were still wearing diapers. Some of the games, such as Defender and Joust, rose above the primitive technology with great game play. Our nostalgic editors picked Defender/Joust as the best of this series.

4 KILLER INSTINCT



ACM technology isn't limited to apes. Nintendo's Killer Instinct for Game Boy made use of rendered characters and animations to recreate the arcade hit. KI turned out to be one of the finest fighting games ever for Game Boy. The Super Game Boy enhanced borders, color pallets and sound were cool, too.

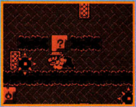
5 MARIO'S PICROSS



Possibly the only thing more difficult than describing Mario's Picross is defeating it. This brain teaser took us all by surprise when it was released last summer, captivating us for hours on end with those fill-in-the-dot picture puzzles. It is destined to become a standard for years to come, for gamers and non-gamers alike.

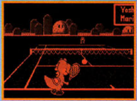
The first 3-D video game system showed some real depth in its debut season.

1 VIRTUAL BOY WARIO LAND



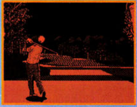
Wario Land ran away with the voting for Virtual Boy, capturing all but one of the first place votes. It's easy to see why. Wario Land has it all special effects, a fun main character, variety, real 3-D, plenty of action and lots of hats. Wario Land shows what the Virtual Boy is all about. It's simply the best.

2 MARIO'S TENNIS



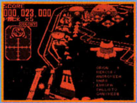
Easy play control and a host of Mario characters helped capture second place for Mario's Tennis. Early buyers of Virtual Boy received this game in the package. It may not have been as flashy as Virtual Boy Wario Land, but the 3-D tennis game served up a court-ful of fun for first-time players.

3 GOLF



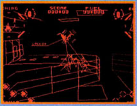
Although Golf didn't come out until November, it was definitely first rate. Good use of Virtual Boy's 3-D effects and multiple backgrounds made it a visual treat. The developers at T&E Soft makers of the True Golf Classics series hit the sweet spot with their excellent and realistic play control system.

4 GALACTIC PINBALL



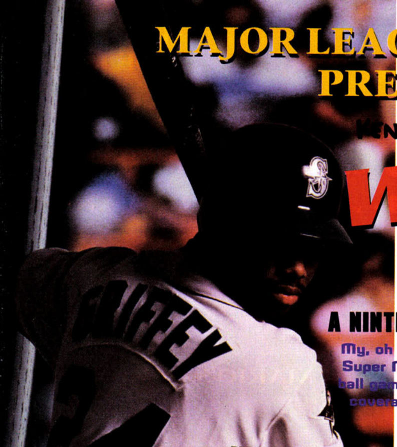
Galactic Pinball climbed into fourth place probably because it was so player-friendly. The 3-D attributes of Virtual Boy added graphically to the game while not adding to its difficulty. The voting editors thought that Galactic Pinball would have been an excellent pinball game on any video game system.

5 RED ALARM



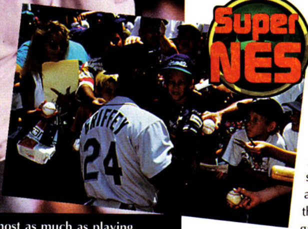
Last of the best, Red Alarm may have been one of the most challenging games of the year. The 3-D vector shooter kept virtual pilots hunched over their controllers as alien spacecraft and beings streamed out of a virtual universe. A very cool replay mode gave pilots the chance to relive their moments of glory.

MAJOR LEAGUE BASEBALL PRESENTS KEN GRIFFEY JR.'S WINNING RUN



A NINTENDO POWER *EXCLUSIVE* PREVIEW

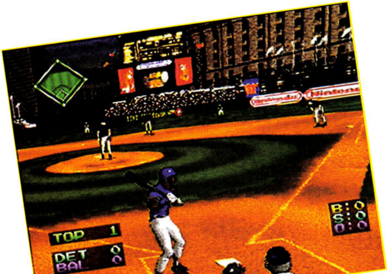
My, oh my. Ken Griffey Jr. returns this spring to the Super NES with a new look and an incredible baseball game. Nintendo Power brings you exclusive first coverage of Major League Baseball Presents Ken Griffey Jr.'s Winning Run.



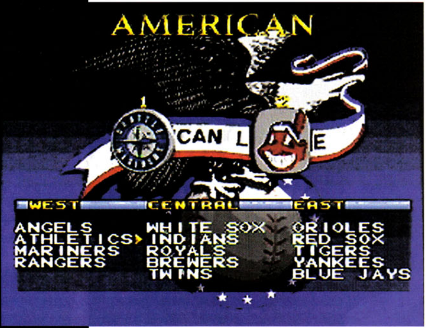
What does Ken Griffey Jr. love almost as much as playing baseball? That's simple, playing video games. During the off-season, Junior's second home is the Redmond, Washington, offices of Nintendo of America. Here, he checks out the latest video games and upcoming titles still in development, but recently Griffey has been playing just one title—the second Super NES game to bear his name. Like the Mariners' incredible playoff run in '95, Ken Griffey Jr.'s Winning Run will open a lot of eyes when it debuts in spring, 1996. Rare Ltd. in Twycross, England, used the same ACM techniques developed for Donkey Kong Country to give players in the game a more realistic look and feel. The resulting 3-D modeled animations raise the level of Super NES sports graphics to a level never before seen.

ALL-STAR LINEUP

Ken Griffey Jr. may be the best player of the decade so it's natural that his video games should live up to the same standard. The original Ken Griffey Jr. Presents Major League Baseball did a great job of bringing a fun, arcade-style baseball game to Super NES owners. Ken Griffey Jr.'s Winning Run goes much further and, unlike many sports sequels, it doesn't just update rosters and tweak a few features. This is an all-new game, from the playing field on up. There's still plenty of arcade fun in the animations and the attitudes of the players, but gone are the cartoon-like characterizations. The new game features ball players rendered on Silicon Graphics workstations in three dimensions along with ballparks that have been modeled on the real stadiums. The result is realistic players in realistic ballparks. "We wanted to include the attitude of the first game but in a more realistic package," notes Dan Owsen, Nintendo's Product Manager who has been working on the Griffey game. "You'll have everything but the hot dogs."



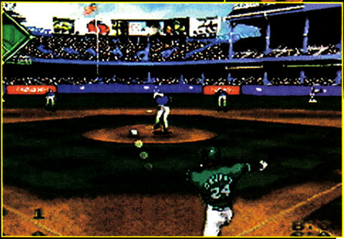
That realism begins with four play modes, including the Major League Challenge in which one or two players take on the entire Major League one game and one team at a time. If you choose Atlanta or Cleveland, that might not be too tough, but what if you play with the Twins or Marlins? You'll find all of the MLB teams and logos and, although actual players don't appear in the game, the teams share the same strengths and weaknesses as the real teams. For instance, the Braves command respect on the mound and the Mariners and Indians can tear you apart with power hitting. Players may also jump straight to the World Series mode for the fall classic starring two teams of their own choice. What if the Dodgers met the Angels? Or if the Rockies faced the Reds? You could even descend into the realm of pure fantasy and match the Yankees against the Mets? Hey, it could happen. If instead you want a one-game spectacular, the All-Star mode gives you the best of both leagues and a Home Run Derby for a little showboating. But the best mode we saved for last—a full, 162 game season which can be saved with the game's battery-backed memory. Nintendo took a page from the Tecmo sports play book on setting up this mode. Up to eight players can choose to play any team, and they can switch their choices as the season progresses. That means you can set up leagues of eight alternating players and play every game one-on-one if you have the stamina.

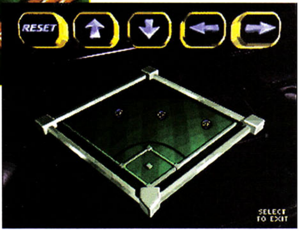


TAKING THE FIELD

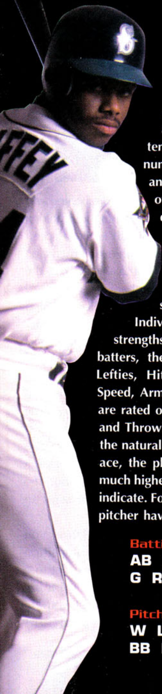
Options and modes are great, but what about the interface, or, the field on which you play and the play control? Ken Griffey Jr.'s Winning Run hits the long ball in both areas. As you can see, it looks big league all the way. Advanced Computer Modeling techniques create the most realistic graphics of any video baseball game. It's well-designed, too. The batting perspective from behind and slightly above the catcher gives both the pitching and batting players clear views of the ball. Once the ball is hit, a speed streak follows it, giving the defensive player an extra visual clue as to where the ball is headed. As the ball leaves the bat, the camera angle shifts higher for fly balls and there is no awkward load period as in some games. The perspective follows behind the ball while the defensive player moves the closest character to make the catch. A radar screen in the corner can give you further help, but it's not really necessary as it was in the original Ken Griffey Jr. game and in virtually every other baseball game. For once, the defensive player actually has a chance to react to the ball as it leaves the bat! And Rare has added other realistic cues to help fielders. For instance, if a ball is hit in the dirt, it makes a puff of dust. As for control, defensive players can make a Hard Throw to cut off a runner. The speed of such a throw may be faster, but the chance of it going astray for an error is increased.

To manage your defense, you need to know how to position your players with respect to a particular batter. Winning Run allows you to set outfield and infield positions





wherever they need to be to make the out. In addition to the on field action, managers can change their lineups (which are saved automatically) and bring in relief pitching and pinch-hitters. There's also a Trade option so you can fill in the gaps in your lineup. One interesting element of the Trade option is that you can trade only players with similar skill ratings. You may be the manager, but you aren't the front office. The only lapse in realism is that you won't be sacked for losing.



A GAME OF NUMBERS

It's often been said that baseball is a game of statistics. Almost every move a major league player makes gets written up in some stat and those rows of numbers document the skills of players and their teams. One of the chief goals of the Ken Griffey Jr.'s Winning Run development team was to make it realistic, and that meant including a hefty helping of statistics. The two tables below show 12 stat categories for batting and for pitching, but the stats don't show the whole picture. Individual player ratings indicate the real strengths and weaknesses of each player. For batters, the six categories include Hitting Vs. Lefties, Hitting Vs. Righties, Power, Running Speed, Arm Strength and Fielding Skill. Pitchers are rated on Stamina, Control, Velocity, Fielding and Throwing. Colored meters graphically show the natural attributes of each player. If you're an ace, the player's season statistics might appear much higher than his potential rated talent would indicate. For instance, you could have a mediocre pitcher having an all-star year if you pitch well.

Batting Statistics

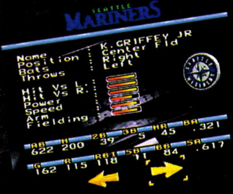
AB H 2B 3B HR BA

G R RBI SB BB SA

Pitching Statistics

W L S ERA SO IP

BB H ER SO/9 BB/9



SEATTLE MARINERS

Name : K.GRIFFEY JR
Position : Center Fld
Bats : Right
Throws : Left

Hit vs L. :
Hit vs R. :
Power :
Speed :
Arm :
Fielding :

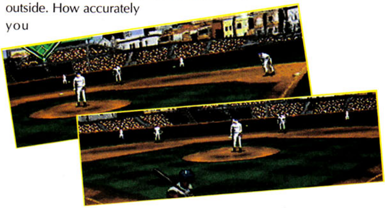
AB	H	2B	3B	HR	BA
622	200	39	5	45	.321

G	R	RBI	SB	BB	SA
162	115	118	11	84	.617

In addition to all the individual stats, the numbers are used in the Season mode for tracking league leaders in many categories.

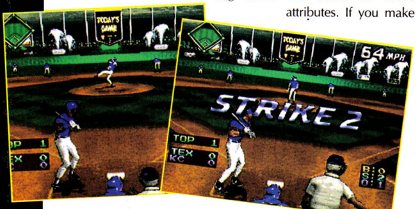
ON THE MOUND

Central to every video baseball game are the pitching options and control. There are probably as many theories about what constitutes realistic pitching as there are baseball games. Ken Griffey Jr.'s Winning Run makes it simple, but realistic. Every pitcher has three basic pitches (fast ball, change up, and curve ball) plus one specialty pitch like a super heater or a knuckleball. Once the pitch is selected, the pitcher throws the ball and the human player guides the path of the pitch slightly to the inside or outside. How accurately you can guide the ball depends on the pitch and the Control rating of the pitcher. Don't expect to throw weird, wobbly pitches that cross back and forth and do a little dance around the batter before slamming into the catcher's mitt. Remember, realism is the goal. "Each pitcher has a range of speed and control," explains Dan Owsen. "Any given pitch will fall within that range, but there is a random factor plus your own skill that gets added into it." Pitchers also exhibit fatigue on the mound so that you know when to go to the bullpen. According to Dan, the pitching becomes a guessing game between pitcher and batter. One of the coolest features allows players to shift the viewpoint to first base or second base to check on runners. Most games use awkward inset screens or switch views, but this pick-off move mimics the real thing. Look and throw!



AT THE PLATE

Ken Griffey Jr. Presents Major League Baseball had one of the best hitting engines in video baseball, but Ken Griffey Jr.'s Winning Run is even better. Timing and a good eye are the most important skills you can bring to the batter's box, and you don't have a rating meter for either of those attributes. If you make



Kongs
ntendo
DK

s 96

NINTENDO POWER

JANUARY

Sun	Mon	Tue	Wed	Thu	Fri	Sat
	1	2	3	4	5	6
7	8	9	10	11	12	13
14	15	16	17	18	19	20
21	22	23	24	25	26	27
28	29	30	31			

FEBRUARY

Sun	Mon	Tue	Wed	Thu	Fri	Sat
				1	2	3
4	5	6	7	8	9	10
11	12	13	14	15	16	17
18	19	20	21	22	23	24
25	26	27	28	29		

MARCH

Sun	Mon	Tue	Wed	Thu	Fri	Sat
					1	2
3	4	5	6	7	8	9
10	11	12	13	14	15	16
17	18	19	20	21	22	23
24/31	25	26	27	28	29	30

APRIL

Sun	Mon	Tue	Wed	Thu	Fri	Sat
	1	2	3	4	5	6
7	8	9	10	11	12	13
14	15	16	17	18	19	20
21	22	23	24	25	26	27
28	29	30				

MAY

Sun	Mon	Tue	Wed	Thu	Fri	Sat
			1	2	3	4
5	6	7	8	9	10	11
12	13	14	15	16	17	18
19	20	21	22	23	24	25
26	27	28	29	30	31	

JUNE

Sun	Mon	Tue	Wed	Thu	Fri	Sat
						1
2	3	4	5	6	7	8
9	10	11	12	13	14	15
16	17	18	19	20	21	22
23/30	24	25	26	27	28	29

Kre

s 96

NINTENDO POWER

JULY

Sun	Mon	Tue	Wed	Thu	Fri	Sat
	1	2	3	4	5	6
7	8	9	10	11	12	13
14	15	16	17	18	19	20
21	22	23	24	25	26	27
28	29	30	31			

AUGUST

Sun	Mon	Tue	Wed	Thu	Fri	Sat
				1	2	3
4	5	6	7	8	9	10
11	12	13	14	15	16	17
18	19	20	21	22	23	24
25	26	27	28	29	30	31

SEPTEMBER

Sun	Mon	Tue	Wed	Thu	Fri	Sat
1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28
29	30					

OCTOBER

Sun	Mon	Tue	Wed	Thu	Fri	Sat
		1	2	3	4	5
6	7	8	9	10	11	12
13	14	15	16	17	18	19
20	21	22	23	24	25	26
27	28	29	30	31		

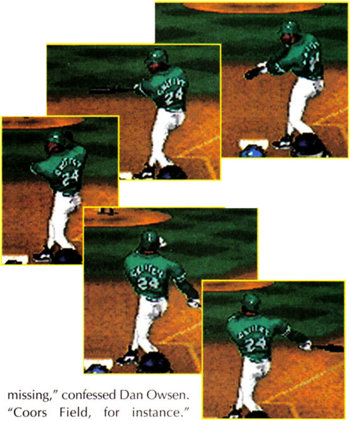
NOVEMBER

Sun	Mon	Tue	Wed	Thu	Fri	Sat
					1	2
3	4	5	6	7	8	9
10	11	12	13	14	15	16
17	18	19	20	21	22	23
24	25	26	27	28	29	30

DECEMBER

Sun	Mon	Tue	Wed	Thu	Fri	Sat
1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28
29	30	31				

solid contact, a power hitter like Griffey will send the ball out of the park because of his high Power rating, but a lower rated player can place the ball for a base hit if you time your swing right. In a sacrifice situation, you can lay down a bunt. To keep things moving along, the percentage of balls that go foul has been reduced slightly. "You also get some of the fun types of arcade animations from the first Griffey game," says Dan. "Batters break bats and argue with umps. There's a lot of attitude."



A RARE CONNECTION

So what are a bunch of Brits doing making a video game of America's favorite pastime? For one thing, they're making an incredible game of it, but it wasn't easy for the Rare development team. At the beginning of the project, most of them thought stealing a base could get you arrested and Wrigley Field was a place where Americans went to chew gum. That all began to change when Nintendo brought them to Seattle for a Mariners' home stand. For four nights in a row, the Kingdome was home to an amazed group of Englishmen scratching their heads as they watched the games.

"This isn't at all like Cricket, is it, Oliver."

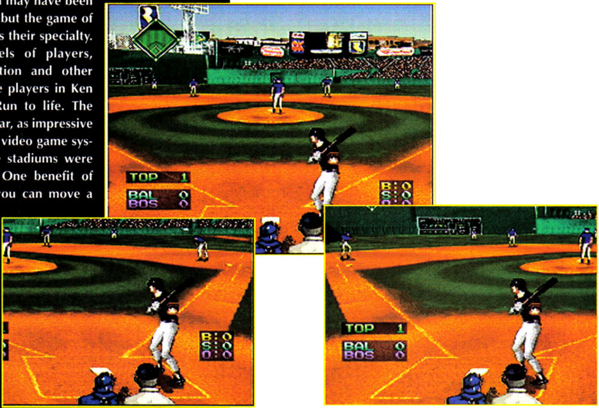
More head scratching. "It's rather like chess."

"What is that moose all about?"

"Can you get chips with these dogs?"

They met with Ken Griffey Jr. to learn more about the game and to experience his irreverent attitude first hand, because it was to be a part of the game. After they returned to the U.K., the team continued its education by poring over books and videotapes. Instruction on the subtleties of the game came from Dan Owsen, and lead tester, Tim Bechtel, both from NOA, and Eileen Hochberg at Rare's American office in Miami.

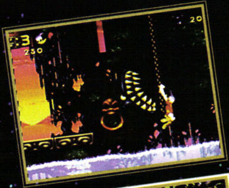
The game of baseball may have been new to the developers, but the game of making ACM graphics is their specialty. They used 3-D models of players, motion-capture animation and other techniques to bring the players in Ken Griffey Jr.'s Winning Run to life. The result is smooth and clear, as impressive as anything on a 32-bit video game system. The major league stadiums were also modeled in 3-D. One benefit of this approach is that you can move a virtual camera around within the stadium to find the best viewpoint, then render that vantage for the game. Even at 32 megabits of memory, Ken Griffey Jr.'s Winning Run isn't large enough to hold every major league ball park. "A few are missing," confessed Dan Owsen. "Coors Field, for instance." Purists may gripe about Coors' absence, but more practical players will note that they can still have a homerun derby in the All-Star mode. Dan also let us know that he wants to include secrets in the game, the sort of things you might find in NBA Jam, such as guest players and hot moves. We asked if he knew what secrets might make it in the final game. "I could tell you, but then I'd have to kill you and the article would never be written, so I guess I can't tell you...yet." Thanks, Dan. I owe you my life. And baseball fans will be the big winners.

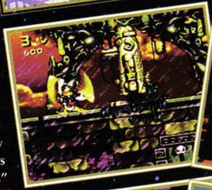


WISH UPON A STAR

DISNEY ON THE SUPER NES

What would you wish for if you thought it might come true? At Disney Interactive, a creative team of artists, programmers and gaming gurus has set its sights on the stars, and that wish is becoming a reality thanks to a duck, a couple of toys, a Gargoyle and an Indian maiden.



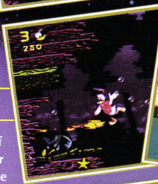


A MAGIC KINGDOM

Tucked away on an industrial side-street in Glendale, California, Disney Interactive's bland exterior conceals a special brand of magic taking place inside. While panel trucks rumble past in the street, artists, programmers, game designers, animators, testers and an entire support staff of marketing and PR experts cast their Disney spells. The great room at the center of the building holds dozens of cubicles where most of the creative team members work. On the day of our visit, new cubicles were being erected and whole departments were on the move. In one year, DI has outgrown its nest. The creative group alone now numbers about 75 people, and that number increases constantly.

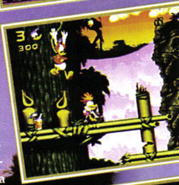
Hope Nieman, VP of Marketing, explained that DI's reach extends beyond traditional video games. "We have four groups here: Education, Edutainment, Entertainment and an On-line group." The on-line group helps all of the Disney enterprises promote their movies, records, mouse ears or whatever over the Internet. In fact, Disney Interactive hopes to have an on-line Disney service up and running by 1997.

One theme that you'll hear over and over from DI employees is that this is just the beginning. "It's like being in the original Disney studios back in the 30s and 40s," says Craig Annis, a producer who worked on Toy Story, Maui Mallard and Gargoyles. "We're going to be able to say that we were there when it all started." His enthusiasm seems to have infected everyone at DI, but that excitement is grounded solidly on early results of Super NES games such as Maui Mallard. "Wait 'til you see this," says Craig, guiding us out to meet two of Disney's lead testers, and to get our first glimpse of Maui.



FOWL PLAY

Actually, it was to be our second glimpse of Maui Mallard. Back at E^3 last spring, Power reported playing an early version of the game. We were impressed with the graphics and smooth play control at the time, but that hardly prepared us for the fireworks we witnessed in the finished version. The development team at DI should be proud. In Maui Mallard, Donald Duck stars in the title role as a private detective a la Magnum P.I. With a flowered luau shirt and various bug-zappers as weapons, Maui sets off to rescue a tropical paradise from volcanic destruction brought on by a powerful Mojo idol. What follows is eight levels and 24 stages of classic, often hilarious, and always fast-moving action.



The 24 megabit game contains some great innovations, including a special method for earning passwords based on percentages of items collected in each stage. And there's Ninja Maui to add variety. Maui must pass through a ninja training school at one stage. From that point on, your versatile duck hero is able to transform himself from laid back investigator to shadowy ninja. As a ninja, Maui can collect Ninja Coins. The more coins he earns, the more advanced his skills become until he reaches the black belt level. As a black belt, Maui can use multi-hit combos and special moves. Maui Mallard may follow in the footsteps of classic platform games such as Donkey Kong Country, but it offers a lot of fun and new thrills along the way.

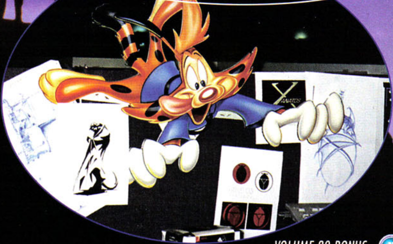
The DI artists showcase their work in company conference rooms.

HIGH-TECH TOYS

Disney's holiday release, Toy Story, blew the minds of computer graphics fans by creating an entire movie with computers except for the voices of Tom Hanks and Tim Allen, that is. A company called Pixar created the dazzling graphics while Disney brought to the project a terrific script laid out a diverse game plan. The video game from DI borrows directly from the movie in several ways. The computer models used to create Woody, Buzz and Andy's other toys for the movie were used by the DI development team to build the characters for the video game. The same movie animators who brought those characters to life also worked on the game animation. Craig Annis explained that one of DI's advantages is that it can make use of Disney's expertise in other areas such as movie making. In fact, the development of Toy Story and other DI projects follows a path similar to the development of Disney films, with storyboards, scripts, producers, animators and the whole nine yards.

In Toy Story, the designers didn't settle on one game plan. Players hop along with Woody the cowboy in the early stages, carrying out simple missions. Later in the game, Woody drives toy cars and flies down the street. One stage puts you in a first-person perspective like that in Doom and you have to search through the alien crane game. "It's not all happiness and light, either," Craig explained. "As you get deeper into the game, the stages get darker and more challenging. This isn't just a game for little kids." Craig also pointed out that games and movies don't have to be exactly the same. "We have complete freedom to explore the mythologies of these different worlds," he explained. "One of the challenges is to expand the boundries while remaining true to the original story."

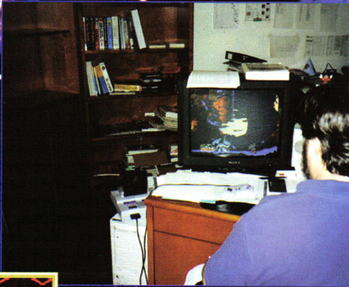
Cube walls at Disney Interactive showcase some of the best art and game designs you'll see anywhere. Someday, this stuff will be worth a mint.



WISH UPON A STAR

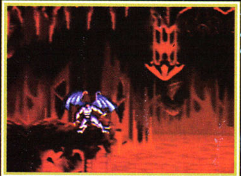
DISNEY ON THE SUPER NES

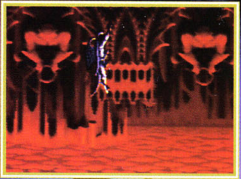
GUARDIANS OF THE PAST

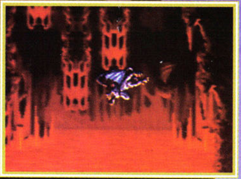


Who says programming is all number-crunching? At DI, the Super NES programmer also gets to test his work.

When Goliath awakens in the modern world, one thousand years after he was put to sleep, he finds that he must now protect a skyscraper in Manhatten. Talk about your rude awakenings! The Gargoyles development team started with that premise, which is based on Disney's popular, animated television series, Gargoyles. The game begins in the distant past when Goliath is in his element, surrounded by castles, the cavernous rookery of the gargoyles and all sorts of dark and terrible beasts and enemies. In the later stages of the game, Goliath finds himself in the present where he must deal with an alien world full of deadly robots and other new dangers.







Gargoyles for the Super NES makes use of the dichotomy of new and old in another interesting way within the game. The rich animation of Goliath was created in the traditional hand-drawn, frame-by-frame technique that was introduced to video games with titles such as Aladdin, Jungle Book and The Lion King. The same technique is used by Disney animators when they create the thousands of frames of animation for their feature-length movies. For Gargoyles, 2300 hand-drawn frames of animation were used. In the ancient world levels, the enemies also were drawn by hand. But in the modern world, to achieve a dramatically different look, DI used SGI computers and 3-D modeling programs to create the futuristic enemies. As for the high tech baddies, according to one computer artist who worked on the game, it took as long as a month to create each character. "We had to create the models first, then add lighting, then bring in animators. At every stage, the producers would add their input and we would tweak the art. Finally, after all of that, we rendered the final images. As many as a dozen people might work on one character during that month. In all, about one hundred people worked on the animation for Gargoyles."

Like Toy Story and Maui Mallard, Gargoyles isn't just an animation showcase. The game designers wanted to expand Goliath's world and movements as much as possible. The final design features a hero who can climb walls, jump and flap, cling to ceilings and fight like a demon using shoulder rolls and a ballistic Hawk dive. The mapping process made use of every surface, in effect doubling the playing area of the game. In most games, you run and jump on the ground and various platforms, but in Gargoyles you move about on virtually every surface. The five settings include 18 stages of the castle and rookery in the ancient world and rooftops, subways and the forge in the modern world. And if you end up wondering where the blood-curdling screams in the game came from, you need look no further than one of DI's public relations agents.

Many DI artists still use traditional illustration techniques with charcoal, pens and paint. Some of the images are used as models for computer artists while others may be scanned and used in their electronic form.

Disney's
POCAHONTAS
RP
SUPER NINTENDO

POCAHONTAS

One of the embarassing omissions in the video game library is where the collection of games designed for female players stands virtually empty. A common, and erroneous view, is that girls just don't like video games. According to DI's Hope Nieman, though, "girls want to play video games just as much as boys. They just don't like games filled with flying body parts. We found that girls like action and puzzle solving adventures and they definitely don't want to be pandered to." That's where Pocahontas comes in. The DI development team began their project looking at the characters and plot of the movie, thinking of ways to turn those elements into a game. "They weren't even thinking of making a game for girls," Hope related. "Only after studying the character of Pocahontas closely did they realize that she would make a strong video game heroine." The game features 60 character-building puzzles in which Pocahontas (or Meeko) must figure out how to set the natural order right. If you succeed in solving the puzzle, say by helping a deer, you will be rewarded by the ability to run as fast as a deer, which in turn may help you solve some later puzzle. The game also features a time limit. Pocahontas has just one day in which to accomplish all of her peace-making tasks. As the day progresses in game time, the colors change. The forest may appear bright at noon, then bathed in a softer glow as night approaches. As for the play, Pocahontas has tested well with male and female players. As Hope puts it, "they ended up with a game that's strong enough for a boy, but made for a girl." Disney Interactive intends to bring the quality of Disney movies to the world of video games. And, although it has begun development of games for next generation systems, for now, the Super NES will be the main home theater for Disney's newest magic.

One composer works with all of the game development groups to create music and sound effects for the different games. In addition to keyboards and synths, Disney's modern Mozart collects digital sounds for use as sound effects.

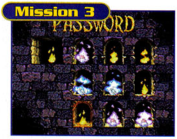
POWER PASSWORDS SPECIAL

To top off our exclusive Members Only Special, we've put together a list of awesome passwords for some recent hits and classic titles. (Nah, it's not cheating! Think of it as a New Year's present!) Punch 'em in, and get set to rock n' roll!

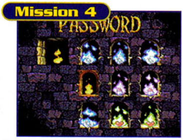
Castlevania: Dracula X

You may not know it, but there are actually two endings to this game. Which one you see depends on the path you take. These passwords will help you get to the better ending. If you start in Stage 3, do not fall off the pillars, and be sure to pick up the key that lies near the headless knight's chamber. In Stage 4, use the key to free Maria and open the path to the alternate Stage 5.

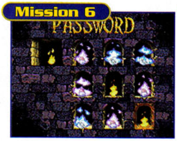
Mission 3



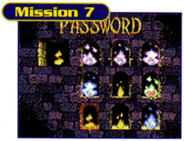
Mission 4



Mission 6

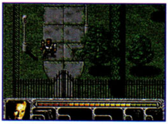


Mission 7



True Lies

Mild-mannered Harry Tasker. Computer salesman. Husband. Father. And America's last line of defense against nuclear terrorists! Punch in these passwords to join Harry and his partner, "Gib" Gibson, as they battle the ruthless Crimson Jihad. It's cloak and dagger (grenade and rocket launcher?) action at its best!



Mission 4	BRMKNRD
Mission 5	CXGJMQC
Mission 6	FVJBKXF
Mission 7	HCHDXVH
Mission 8	FBJNDBN
Mission 9	HJBGBJC
Mission 10	JFFFZHB

Judge Dredd

It's Judge Dredd vs. Judge Death in one of the hottest action titles of '95! You'll get to dash through the murky streets of Mega-City One, fly through the air aboard the incredible Lawmaster IV and scale the heights of Lady Liberty herself, all in the name of the Law!

Stage 2	QBGB	**Stage 10**	CRQF
Stage 5	FCWZ	**Stage 12**	VMTB
Stage 8	TDYT	**Stage 13**	XCWV

Blackthorne

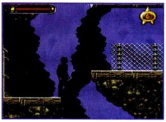
Blackthorne was released over a year ago, but fans are still rabid for tips on this innovative action/adventure title. Smooth, crisp animation and tons of clever puzzles will keep you coming back for more. (We think the best part of this game is just watching Blackthorne move!)

AT LAST WE MEET, WHELP. NOW I SHALL DESTROY YOU JUST LIKE I DESTROYED YOUR WEAKLING FATHER!

Stage 2-3	XJSN	**Stage 4-1**	HCKD
Stage 3-1	TJ1F	**Stage 4-3**	J6BZ
Stage 3-3	BMHS	**Sarlac**	K3CH

Star Trek: Deep Space Nine

Journey to the Gamma Quadrant and back in Star Trek: Deep Space Nine for the Super NES. Join Commander Sisko (yeah, yeah, we know he was promoted to Captain after the game was released) as he unravels a mystery that links Bajoran rebels, Cardassian plots and the death of his wife at the hands of the Borg!



CONTAINMENT FAILURE
IN 12 MIN.

Stage 3-2	VANDAQ
Stage 3-3	BIQPUM
Stage 3-4	DISYIB
Stage 4	NUDJIB
Stage 5	VESDUJ
Stage 6	YOTHOM

Super Return of the Jedi

The Empire's new Death Star is nearing completion, and it's up to you to destroy it before the Rebellion is crushed. Experience once again the darkest days and the finest hours in the war against the Emperor. Remember, the Force will be with you...always!

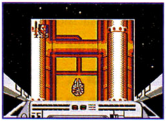
FALCON
SCORE
SHIELDS

LUKE
SCORE
BOSS

Endor	ZCTKFC
Space Battle	CPMRZV
Power Generator	CDWLTY
Emperor's Chamber	HLQMVL
Escape	ZZSTXZ

Super Return of the Jedi (GB)

With the new movie series just over the horizon, the public's interest in all things Star Wars is skyrocketing. While you're waiting for the new movies (and the Star Wars: Shadows of the Empire game for the NU 64) to be released, you can satisfy your Force-ful cravings with this tasty Game Boy title!



Endor	TFGBMN
Ewok Village	HJMKPL
Power Generator	QGTHGD
Death Star Interior	PSVZKL
Tower	SFPYSW
Death Star Tunnel	CGGYQM
Death Star Escape	KFGZXQ

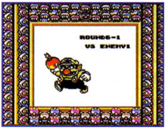
Warlock

An ancient evil is unleashed again upon the Earth, and as the last surviving Druid, you're the only thing standing in its way. This spooky action pak is just the thing you need to spice up those dark winter nights! Say, do you normally have ghouls and werewolves roaming your neighborhood?

Stage 3-1	SHPJL	Stage 4-3	HBLST
Stage 3-5	CDJHL	Stage 5-1	THKTH
Stage 4-1	BRSHT	Stage 5-3	DCTFF

Wario Blast (GB)

Wario goes head-to-head with Bomberman in this explosive puzzler for the Game Boy. Enter the password as written to use Wario, reverse the number to get Bomberman. Whoever you prefer, these passwords will blast you ahead of the competition!



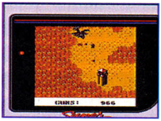
ROUND6-1
VS ENEMY1

Stage 3-1	1048	Stage 6-1	4163
Stage 4-1	2514	Stage 7-1	4881
Stage 5-1	9091	Stage 8-1	4185

Jungle Strike (GB)

We've featured the Super NES version of Jungle Strike in this issue's Classified Information section, and we wouldn't want to leave any Game Boy chopper pilots out in the cold. These passwords for the Game Boy version don't give you extra lives, but at least you'll be able to access the later missions.

KILBABA HAS CAPTURED SEVEN OF OUR TROOPS AND IS HOLDING THEM IN PRISON PITS.

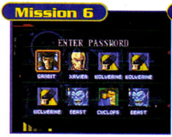


Campaign 4	6505068908
Campaign 5	0540524815
Campaign 6	0550792954
Campaign 7	0950035298
Campaign 8	0155908131
Campaign 9	1185402550

X-Men: Mutant Apocalypse

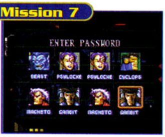
Join Professor Xavier and his uncanny X-Men as they battle Magneto, Apocalypse and the mutant hunters of Genosha in Capcom's slick adaptation of the hit comic and TV series. The line-up includes Cyclops, Gambit, Wolverine and many more mutant freedom fighters.

Mission 6


ENTER PASSWORD

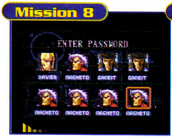
GAMBIT XAVIER WOLVERINE WOLVERINE
WOLVERINE BEAST CYCLOPS BEAST

Mission 7


ENTER PASSWORD

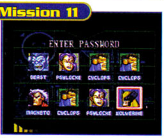
BEAST PSYLOCKE PSYLOCKE CYCLOPS
MAGNETO GAMBIT MAGNETO GAMBIT

Mission 8


ENTER PASSWORD

XAVIER MAGNETO GAMBIT GAMBIT
MAGNETO MAGNETO MAGNETO MAGNETO

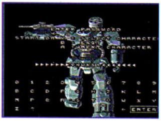
Mission 11


ENTER PASSWORD

BEAST PSYLOCKE CYCLOPS CYCLOPS
MAGNETO CYCLOPS PSYLOCKE WOLVERINE

Mechwarrior 3050

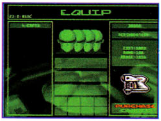
The future will look a little brighter once you use these passwords. Sure, now you'll be able to jump ahead to the battle on the ice fields of Ridderkerk or the firefight in the swamps of Avon, but winning the war for supremacy will still be up to you. Go get 'em, marines!



Mission 3	B1GBND
Mission 4	FSPRNG
Mission 5	YHWX11

Syndicate

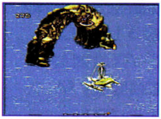
Enter a world of shadow governments and covert operations in the offbeat action/adventure title, Syndicate. With dozens of missions to complete across the globe, it usually takes quite a while to achieve all of your objectives. With these passwords, you'll be able to take over the world in no time!

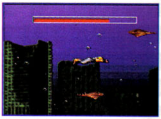


10 Missions Complete	BNX5-KJN8KWWQ-6V-C
15 Missions Complete	CBBLCTB8KJZ7TJFF5FQB
20 Missions Complete	CBBMKTF8KJ77TK-TOGGB
25 Missions Complete	CBLTT-F8KJ79---H-HCB
30 Missions Complete	MCSTT-Y8KJ79---TZKJB
35 Missions Complete	S9-LGPNHSKFVS2-SFB

Waterworld

Make a big splash with these passwords for Waterworld. You must protect the Atollers from the devilish Deacon and his band of post-modern pirates. There's action galore on and below the high seas!





Stage 2	HQSVP
Stage 3	HKFBM
Stage 4	QJWLX

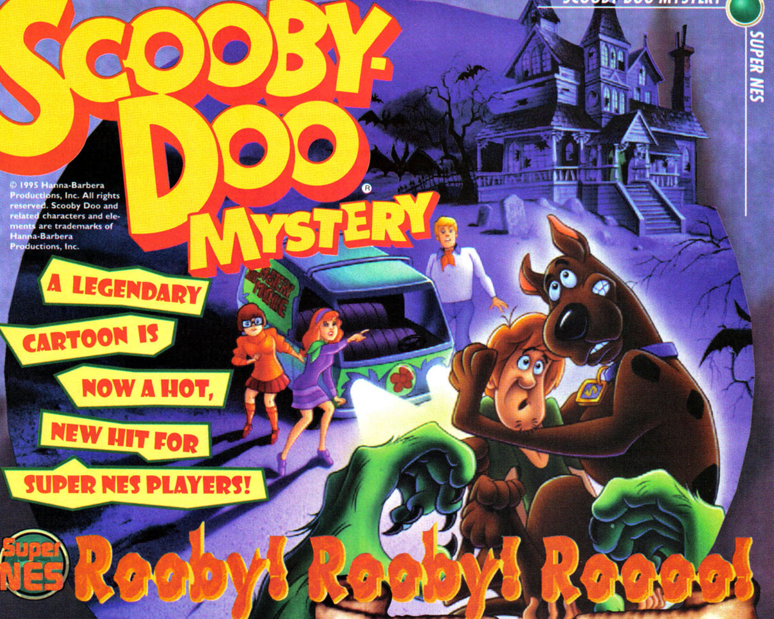
Pocky and Rocky 2

Demons, devils and ghosts, oh my! Pocky and Rocky return for another romp through haunted medieval Japan in one of the more imaginative and fun action games of the past year. You can now sample all of the later stages, including the final showdown in the Demon's Castle!

Stage 4	F87N	**Stage 7**	TR5C
Stage 5	S2YP	**Stage 8**	GZLR
Stage 6	6DZ4	**Stage 9**	5KOQ

SCOOBY-DOO MYSTERY

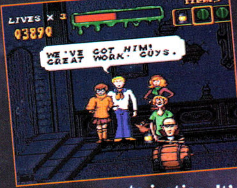
© 1995 Hanna-Barbera Productions, Inc. All rights reserved. Scooby Doo and related characters and elements are trademarks of Hanna-Barbera Productions, Inc.



A LEGENDARY CARTOON IS NOW A HOT, NEW HIT FOR SUPER NES PLAYERS!

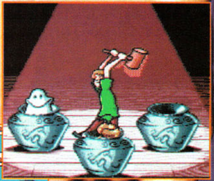
Super NES Rooby! Rooby! Roooo!

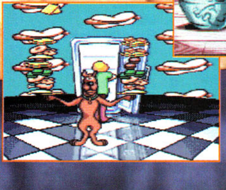
Super sleuths to the rescue! Scooby Doo and Shaggy, TV's hardest-working and ever-hungry heroes, come to the Super NES in a new puzzler from Acclaim. Aided by Velma's wisdom, Freddy's ingenuity, and Daphne's Scooby Snacks, Shaggy and his cunning canine must solve four hair-raising mysteries and bring the conniving villains to justice. It's a spooky job, but Scooby's up for it—maybe.



Snack and whack your way to the big bonus!

Hidden throughout the game are two kinds of bonus rounds where Shag and Scoob can rack up some major bonus points. In the first one, Shaggy flings food that Scooby must quickly pile up to make sky-high hoagies, and in the second, Shaggy has to bop baddies on the noggin' before the clock runs out.





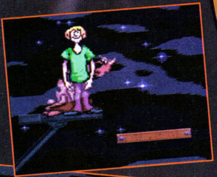
When you're playing whack-a-ghoul, make sure you don't bop your buddies! And you'll find that making hoagy towers is a very tall order.

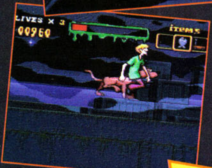
Red Ryan

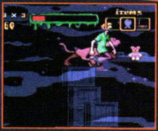
It's rough seas ahead for Scooby and his pals as they climb aboard an old shipwreck, the Red Ryan, and suddenly encounter a very salty specter! Shaggy and Scoob begin their hunt for clues on board, but, unfortunately, the fearful friends quickly get lost in the labyrinth of levels, and many important items are well hidden. Check the map to ensure smooth sailing.

To the Crow's Nest!

Outside, you'll have to locate a key hidden amongst the clutter on the top deck. Move to the left and use your crate to get high atop the ship's rigging. Next, carefully make your way to the right, past the many masts and boxes. Jump from platform to platform, then climb up the pile of cargo, snatch the fuzzy bear, and find Velma to uncover the teddy's hidden key.







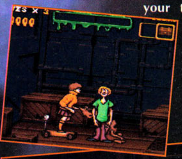
Our panicky pals will have to get over their fear of heights if they want to reach the teddy bear! One false step could mean the end, but luckily there are some nifty lifts to keep the duo floating on air.

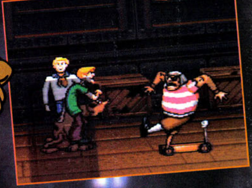
What to Find

1. Treasure Chest
2. Pirate Trolley
3. Crate
4. Map
5. Smelly Fish
6. Teddy Bear
7. Key
8. Eye Patch
9. Bucket
10. Key
11. Lamp
12. Soap
13. Scuba Gear
14. Scrap of Paper
15. TNT
16. Matches
17. Generator
18. Extension Cord
19. Key
20. Bar of Gold

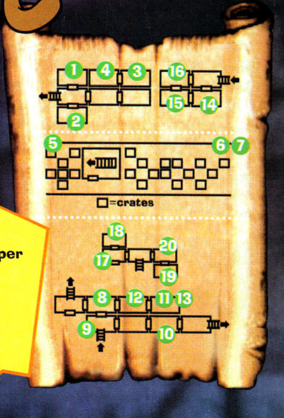
Fight the Ghost? Zoinks!

Shaggy isn't usually one to mess with mean-spirited spooks, but on this ship, he has no choice. After you find the chest and the trolley, show them to Velma, then go chat with Freddy. Move a step to the right to make a ghoulish pirate appear. Just let lose with your trolley and be your on way!





After you have a quick chat with Velma and Freddy, the peg-legged pirate ghost will appear. Take Freddy's advice and give him a quick taste of your trolley. He'll vanish, but not before he opens a locked door.



Fair Grounds

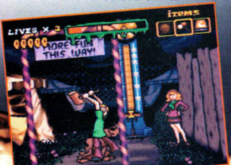
Hoping to find some amusement at the fair, the tenacious team finds the grounds deserted . . . except for a particularly creepy clown! In order to get to the bottom of this mystery, Shag and Scoob will have to take a wild ride on a slide, avoid a bunch of viscous vermin, and unseat a unicycle with a mind of its own!

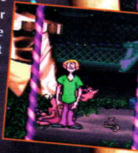
What to Find

1. Stones
2. Strength Manual
3. Bell
4. Mallet
5. Key
6. Coin
7. Doll
8. Pass
9. Lamp
10. Key
11. Local Newspaper
12. Clown Shoes
13. Clown Mask
14. Key
15. Welding Torch
16. Welding Gear
17. Cannonball
18. TNT
19. Glue
20. Newspaper
21. Clown Nose
22. Key
23. Clown Suit

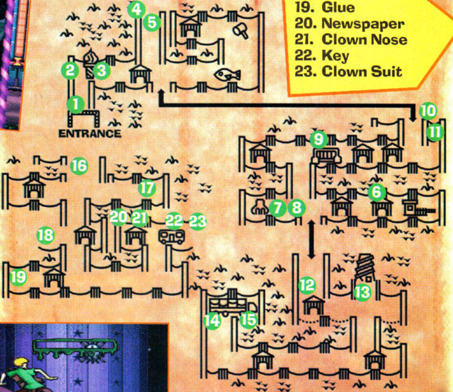
Test Your Strength, Tough Guy!

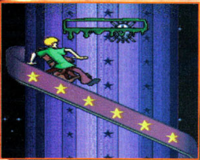
While a bell and mallet may not seem like important items, they're actually Scooby and Shaggy's ticket to the next stage of the fair. Once you've got them, find the Strength-O-Meter (Daphne should be close by). Stand just to the left of the muscle machine and put the bell in place. Now just take a whack at it with the mallet to win a crucial key.





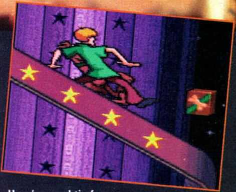
Who would've thought that beneath the scrawny facade there lurked a real muscle man! But there's no time for flexing—get that key to Freddy!





Slipping Down a Sinister Slide

Get ready for the ride of your life! When you're coming down this slick little slide, watch out for the spiked balls that are hiding behind every turn. The signal in the corner of the screen will let you know when to duck or jump. If you make it, you'll earn another key.



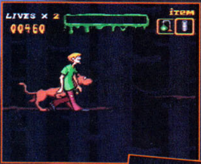
Here's a cool tip for grabbin' some major bonus grub: If you can jump over the exit sign when you're nearing the end of the ride, you'll be rewarded with a bonanza of tasty Scooby Snacks!

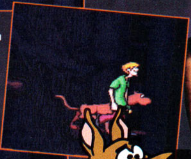
Ranch Of Dean Drabwell

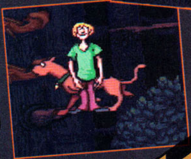
In this adventure, an innocent outing leaves Scooby and his pals mired in a mysterious swamp. Is there a muddy monster who roams these murky woods? Does the despicable Dean Drabwell know of untold riches hidden beneath the oily soil? Will there be enough Scooby Snacks for our famished friends? Shaggy and his clue-sniffin' pooch will have to do some serious sleuthing to find the answers.

Going Out on a Limb

Navigating the tree tops is no easy task. The trick to playing Tarzan is to take very cautious leaps and to stick to the higher path. You'll have to take a few running jumps, so make sure that you slam on the brakes just as soon as you land. If you make one misstep, unfortunately, there are no second chances.



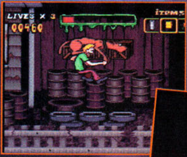


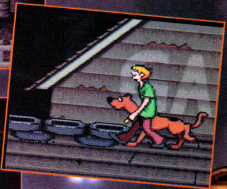


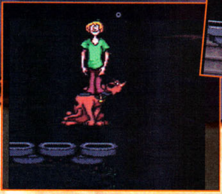
To get on track, first pop the pumpkin with a can. Next, use the floating platform to head right. Finally, jump off the branch that is farthest right to get back on the ground.

Just How Deep Are Shag's Pockets?

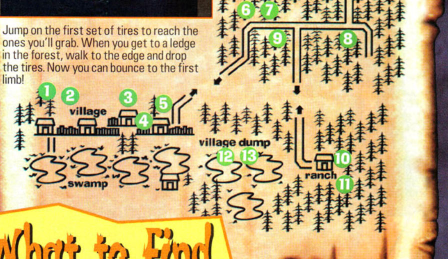
Shag's pockets are deep enough to carry a load of tires! When Shaggy and Scooby get to the old gas station, head over to the tires beneath the raised platform. Take a mighty bounce to get up on the platform, then jump over to the roof. There you'll find a stack of tires that you'll need to nab and use in the forest later.







Jump on the first set of tires to reach the ones you'll grab. When you get to a ledge in the forest, walk to the edge and drop the tires. Now you can bounce to the first limb!

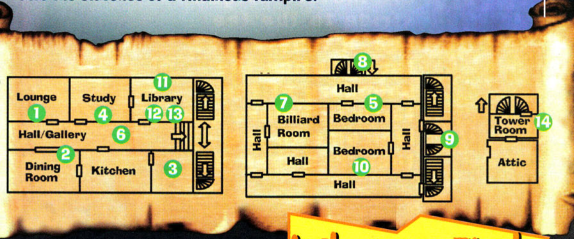


What to Find

1. **Boots**
2. **Rusty Pipe**
3. **Fan**
4. **Generator**
5. **Tires**
6. **Geological Sample Kit**
7. **Stick**
8. **Sinister Mask**
9. **Lamp**
10. **Geological Map**
11. **Suit**
12. **Tar**
13. **Geological Contract**

Bradshaw Manor

Next, the team sets out to investigate the harrowing happenings at the old Bradshaw Manor. Although they're reluctant, Scooby and Shaggy must carefully check every creaking floorboard and shadowy room for the clues that will bring this maniacal mystery to a close. Their search will lead them through secret doors, perilous walkways, and possibly into the clutches of a villainous vampire!

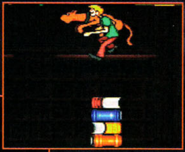


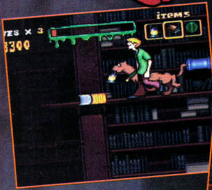
Balancing the Books

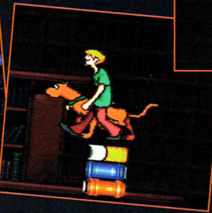
In the library, Shag and Scoob will need to find a secret passage in the upper right corner that leads to a vital clue. Once you've found the book in the bedroom, go to the library and start grabbing the books on the first set of shelves. If you can't reach a high shelf, try stacking the books to climb up. Remember, you'll need all four books to reach the exit.

What to Find

1. **Blank Paper**
2. **Moldy Melons**
3. **Green Ink**
4. **Lamp**
5. **Stage Paint**
6. **Rubber Bat**
7. **Vampire's Tuxedo**
8. **Plastic Fangs**
9. **Cheese**
10. **Book**
11. **Book**
12. **Book**
13. **Book**
14. **Press Plate**





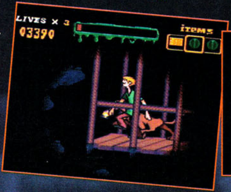


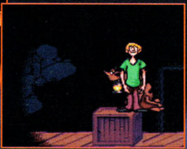
In the library, one of the books is near the top of the room. Nab it by stacking books to help you climb, and bonk the mice with melons as you go.

After you've made your leap for the fourth book, head to the right side of the room, where you'll have to balance the books one last time.

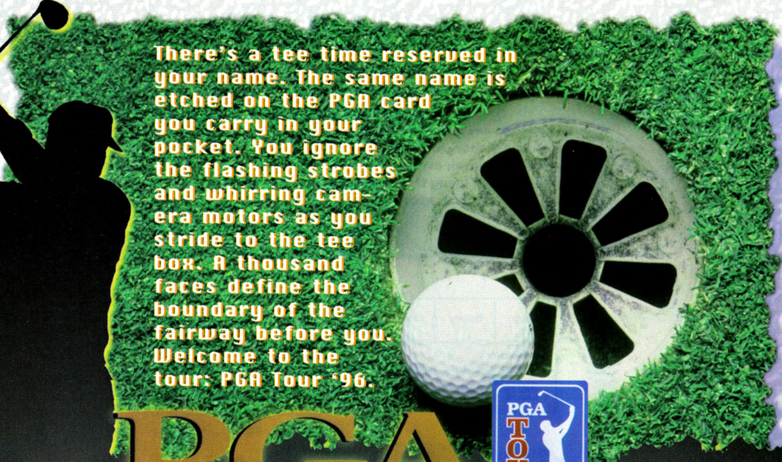
Get a Clue

Finding your way around the secret passage by lamplight can be pretty rough. To find the last clue, carefully head to the right and hop onto the elevator. When it gets to its highest point, jump to the right and climb over the stack of crates. Jump down to the platform and enter the darkened doorway.





When you're going up on the elevator, don't be tempted to jump off to the left. If you head to the right, you'll be able to locate the very last clue.



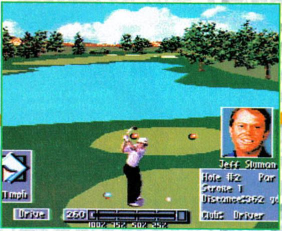
There's a tee time reserved in your name. The same name is etched on the PGA card you carry in your pocket. You ignore the flashing strobes and whirring camera motors as you stride to the tee box. A thousand faces define the boundary of the fairway before you. Welcome to the tour: PGA Tour '96.

© 1995 Polygames and Electronic Arts
© 1995 T•HQ
© 1995 PGA Tour

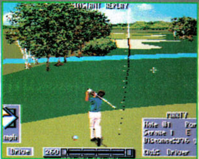
PGA TOUR® '96

Tee Off With the PROS

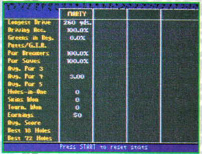
Have you ever dreamed of earning your PGA card and teeing off in a Tournament Player's Club (TPC) tournament against the pros? Your dream just came true. PGA Tour '96 features eight authentically scaled TPC courses, all official sites of prestigious golf tournaments in the United States. That's a total of 144 grueling greens with miles of fearsome fairways and brutal bunkers! Pick a course, grab your bag of customized clubs, and go head-to-head against Tom Kite, Davis Love III, Mark O'Meara, Lee Janzen, Fuzzy Zoeller or five other tour pros in Match Plays, Shoot Outs or Skins Games! PGA Tour '96 is packed with options. The battery-backed memory saves all your stats, from longest drive to greens in regulation to your total winnings on tour. The game includes a mulligan option, something you're going to need until you get used to reading the game's quirky putting screens. PGA Tour '96 is compatible with the Tee V Golf, the only licensed golf accessory available for the Super NES.



You can play PGA Tour '96 a variety of ways against a wide assortment of pros. When you're tired of 72-hole tournament marathons, kick back for a one-on-one match against a pro like Jeff Sluman.



Stellar shots are displayed on automatic instant replay. Review your mistakes by selecting the same option manually.



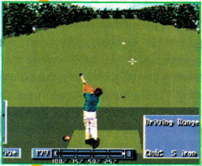
	MARTY			
Longest Drive	260 yds.			
Driving Acc.	100.0%			
Greens in Reg.	0.0%			
Putts/G.I.R.				
Par Breakers	100.0%			
Par Saves	100.0%			
Avg. Par 3				
Avg. Par 4	3.00			
Avg. Par 5				
Holes-in-One	0			
Skins Won	0			
Tourn. Won	0			
Earnings	$0			
Avg. Score				
Best 18 Holes				
Best 72 Holes				

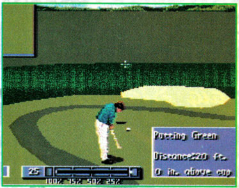
Press START to reset stats

If you like to track stats, this game keeps them for you! Check out your longest drive or total tour earnings.

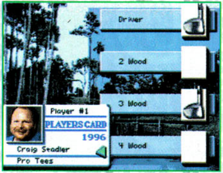
Practice Makes Perfect

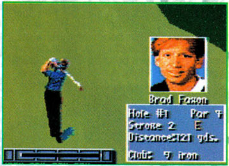
PGA Tour '96 has practice options for your short and long games. While driving off the tee is easy to master, the putting control is out of bounds. Use the "View" option to get a read on the green, and move the cursor to adjust your aim. While hours of practice does improve your short game, expect some missed five-foot putts because of software shortcomings. This is the game's only rough edge.


Driving Range
Club: 5 iron

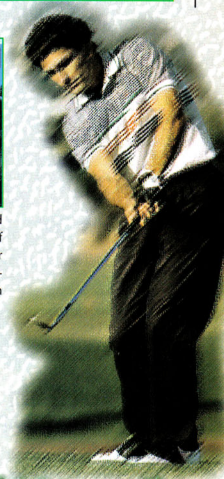

Putting Green
Distance:20 ft.
0 in. above cup

Ten Pros for Eight Courses


Player #1
PLAYERS CARD
1996
Craig Stadler
Pro Tees


Brad Faxon
Hole #1 Par 4
Stroke 2 E
Distance:121 yds.
Club: 9 iron

PGA Tour '96 features ten authentic pros from the tour, including Jim Gallagher Jr., Brad Faxon, Davis Love III, Bruce Lietzke, Lee Janzen, Jeff Sluman, Fuzzy Zoeller, Mark O'Meara, Craig Stadler and Tom Kite. Each player's actual golf swing is digitally reproduced in the game. If you're looking for a tough match, tee off against Tom Kite.

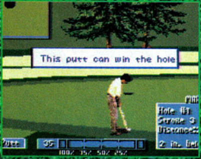


Many Ways To Win

One of PGA Tour '96's best features is the variety of games golf fans can select to play. In addition to the dramatic 72-hole tournaments that the PGA Tour is famous for, players can choose from Match Play, Shoot Out and Skins Game modes. Using two controllers, up to four players can take to the links simultaneously.

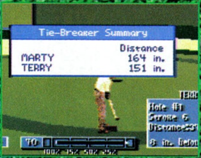
Match Play

Compete against another person or the computer in three rounds of PGA Tour match play. This style of competition consists of pairing off against another pro or player and playing each hole as if it were a point. The person who wins the majority of the holes wins the match and is paired up with a new opponent.


This putt can win the hole
Hole #1
Stroke 3

Shoot Out

Tee off against four other players for three holes of high pressure golf. The player with the highest score at each hole is eliminated. If the contestants tie on a hole, they all hit again and the player farthest from the pin is automatically eliminated. First and second place winners receive cash prizes.

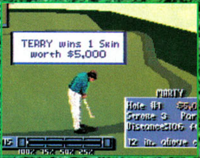

Tie-Breaker Summary

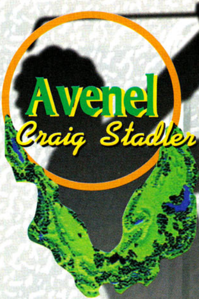
	Distance
MARTY	164 in.
TERRY	151 in.

Hole #1
Stroke 6

Skins

Putt for dough! The Skins Game puts you in the money each time you have the lowest score on a hole. If two or more players tie, the cash prize is carried over to the next hole. Your overall golf score does not carry over from hole to hole in the Skins Game, so every new hole is another money making opportunity!


TERRY wins 1 Skin
worth $5,000
MARTY
Hole #1
Stroke 3



Avenel

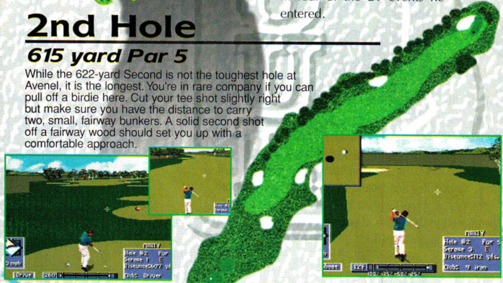
Craig Stadler

Set in the rolling countryside of Potomac, Maryland, the TPC at Avenel is one of the most scenic courses on the tour, a feast for the eyes of spectators and pros alike. Slender fairways are lined with towering trees, and quiet, rock-lined brooks fortify tiny, convoluted greens. Every June, Avenel hosts the Kemper Open. Craig Stadler had back-to-back victories at the Open in 1981 and 1982. The Walrus placed 45th on the 1995 money list, netting a total of $402,316 and placing in the top ten in four of the 21 events he entered.

2nd Hole

615 yard Par 5

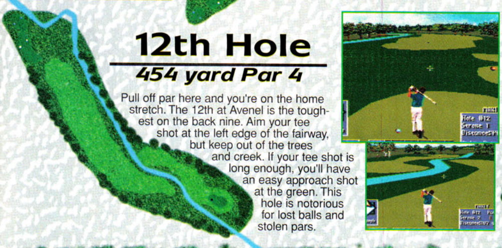
While the 622-yard Second is not the toughest hole at Avenel, it is the longest. You're in rare company if you can pull off a birdie here. Cut your tee shot slightly right but make sure you have the distance to carry two, small, fairway bunkers. A solid second shot off a fairway wood should set you up with a comfortable approach.

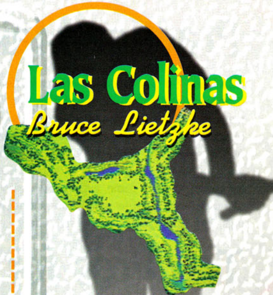


12th Hole

454 yard Par 4

Pull off par here and you're on the home stretch. The 12th at Avenel is the toughest on the back nine. Aim your tee shot at the left edge of the fairway, but keep out of the trees and creek. If your tee shot is long enough, you'll have an easy approach shot at the green. This hole is notorious for lost balls and stolen pars.





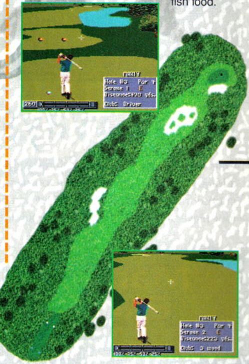
Las Colinas

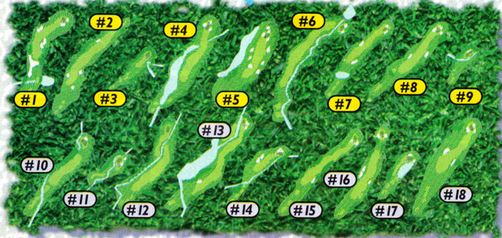
Bruce Lietzke

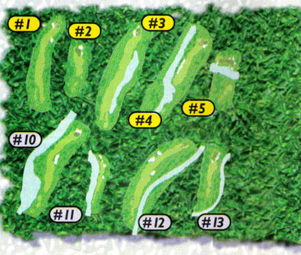
3rd Hole

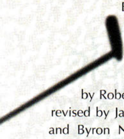
460 yard Par 4

The Third Hole at Las Colinas is a 460-yard par four. It offers a great birdie opportunity if the Texas wind (check your wind indicator) is at your back while you're at the tee box. A breeze in any other direction leaves golfers begging for par. Gauge your swing carefully. A slice off the tee is fish food.



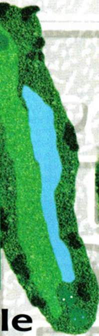






Every May the TPC at Las Colinas hosts the GTE Byron Nelson Classic in Irving, Texas. The course was originally designed by Robert Trent Jones Jr. and later revised by Jay Morrish, Ben Crenshaw and Byron Nelson. The teamwork of course architects and professional players produced a challenging course that offers golfers a variety of methods and routes to get from tee to green. Bruce Lietzke has won here twice, in 1981 and 1988, both via play-off rounds.

Great birdie!



16th Hole

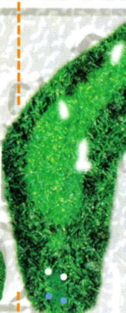
555 yard Par 5

The 555-yard 16th hole is pockmarked with a wide assortment of fairway bunkers waiting to punish all forms of dogleg corner cutters. Keep your tee shot out of the three bunkers on the left side of the fairway. Depending on your lie, you might be open to a second shot with a long iron or fairway wood to navigate the bunker guarding the approach to the green. Chip up to a birdie putt.

River Highlands

Fuzzy Zoeller

Since 1928, the TPC at River Highlands has been worked and reworked by three different course architects. The result is a golf masterpiece: a refined and polished string of holes that challenges golfers at all levels of play, from power drivers to short game magicians. River Highlands hosts the Canon Greater Hartford Open each June. Fuzzy Zoeller finished fifth in the 1995 Open, his best finish all season. A short game genius, Zoeller scored victories in the 1983 U.S. Open and the 1979 Masters. He collected $170,706 last year.



4th Hole

460 yard Par 4

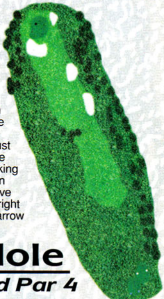
After teeing off from the box on the dogleg Fourth, you can only pray that your ball finds the narrow gap between two, large, fairway bunkers.

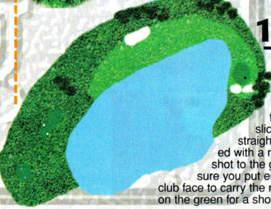
10th Hole

462 yard Par 4

Club: Driver

The tree-lined 10th hole is probably the toughest at River Highlands. You must drive straight off the tee or take time raking up your footprints in one of three massive bunkers lining the right side of the long, narrow fairway.

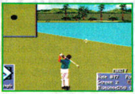


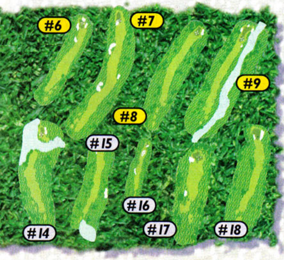


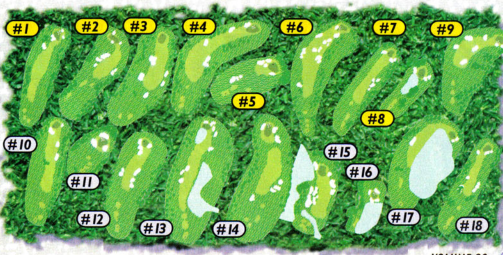
17th Hole

420 yard Par 4

The dogleg 17th neatly wraps itself around a large lake. Water borders the entire right edge of the fairway. If you slice, you swim. Long, straight drivers are rewarded with a middle-iron, second shot to the green. Just make sure you put enough behind the club face to carry the rest of the lake. Land on the green for a shot at birdie.







Sawgrass

Lee Janzen

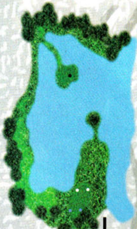
Site of The Player's Championship, the TPC at Sawgrass in Pointe Verde, Florida was designed by Pete Dye and completed in 1980. The 6,896-yard, par 72 course was built to challenge the best and entertain the rest. It is stadium golf at its finest. Towering spectator mounds surround narrow fairways, framing massive bunkers and encircling dime-sized greens. If there were a fifth major tournament in professional golf, it would be here at the Player's Championship. In 1995 Lee Janzen won here with a score of five under par. Janzen went on win two other PGA tournaments last year, finishing third on the PGA money list and collecting a whopping $1,378,966.

5th Hole

454 yard Par 4

The fifth hole is the longest par four at Sawgrass. From the tee box, golfers see a tiny landing area on the fairway. Tee off accurately or your next club will have to be a sand wedge. More bunkers greet your approach shot to the green.

Great birdie!



17th Hole

132 yard Par 3

The island green on the 17th is one of the most famous and most recognized par threes in professional golf. During the windy 1984 TPC, 64 balls found lake bottom. Aim for the green or the sliver of a bunker in front of it.

18th Hole

440 yard Par 4

Reputedly one of the toughest finishing holes in golf, the 440-yard, par four 18th is a nail biter from tee box to green. A lake borders the left edge of the fairway. Approach shots bouncing right of the hole will be devoured by a bunker.

Hole #18 Par 4
Stroke 1 -1
Club: Driver

Scottsdale

Davis Love III

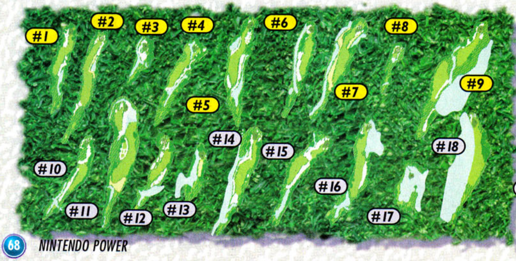
15th Hole

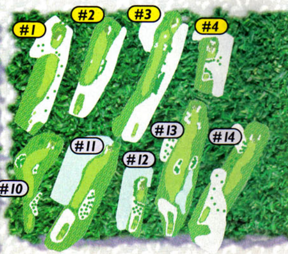
501 yard Par 5

While the TPC of Scottsdale is surrounded by arid Arizona desert, you wouldn't know it on the shoreline fairway of the 501-yard par five 15th. The trick to picking up a birdie on this hole is to make a long approach shot bite and stop on the smooth, flat surface of the island green.

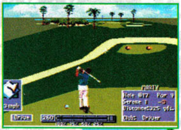
Hole #15 Par 5
Stroke 2 -1
Distance:218 yds.
Club: 2 iron
Shoot

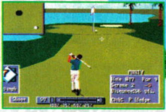
Incredible eagle!
Hole #15 Par
Stroke 3 -1
Putt


#1
#2
#3
#4
#5
#6
#7
#8
#9
#10
#11
#12
#13
#14
#15
#16
#17
#18


#1
#2
#3
#4
#10
#11
#12
#13
#14

In the middle of the 1980's the City of Scottsdale embarked on an arduous project that would transform a barren tract of desert into an emerald golf oasis. Of the eight courses in PGA Tour '96, the TPC of Scottsdale is one of the most forgiving. Wide fairways and generous greens reach for errant shots. Davis Love III finished in the money here in the 1995 Phoenix Open. On the tour, Love was second to John Daly in driving distance, ripping his shots over 284.6 yards out of the tee box. During the 1988 Phoenix Open, he set a record for largest lead after 18 holes, hitting the ball only 63 times to complete the first round.





17th Hole

303 yard Par 4

While the green on the 303-yard, par four 17th is drivable, the water left of the hole discourages the heavy hitters from going for an eagle. Slicers eat sand if they swing hard enough off the tee box. If you fail to bite on the surface of the green, a large bunker gladly snares your ball before it lands in the lake. Unless you have nothing to lose, play it safe and hope for an easy birdie putt.

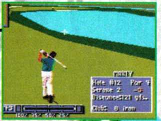
Southwind

Jim Gallager Jr.

It's not the wind that golfers worry about at the TPC at Southwind. It's the water. Lakes and streams come into play on more than half the holes on the course. The Tennessee TPC is the site of the Federal Express St. Jude Classic. The 1995 FedEx St. Jude Classic was won by Jim Gallager Jr. Gallager was no stranger to the leader board last year. During the 1995 season he blew away his rivals, placing in the top ten in six of the 27 events he entered. Gallager placed eighth on the overall money-leaders list, collecting a total of $1,057,241.

12th Hole

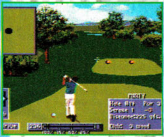
375 yard Par 4



Southwind's deceptive 12th plays longer than it indicates. The fairway curls around a lake that eats balata for breakfast. Play your tee shot left and you'll end up raking the sand in one of three fairway bunkers.

14th Hole

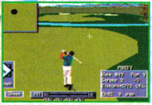
231 yard Par 3



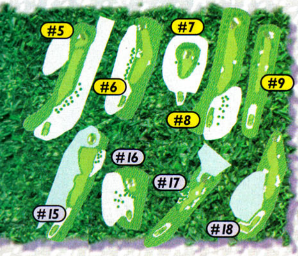
This is the toughest hole on the course. In fact, Southwind's 231-yard 14th is one of the toughest par threes on the PGA tour. The trick is to hit the green without getting wet. Gutless players can opt for the fairway to the left, but you might be looking at a bogey on your scorecard if you do.

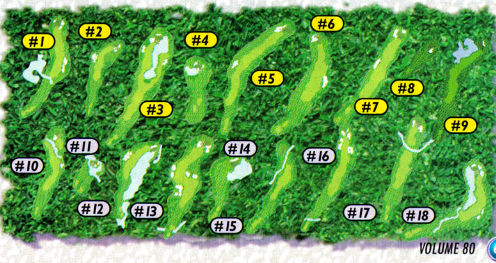
17th Hole

464 yard Par 4



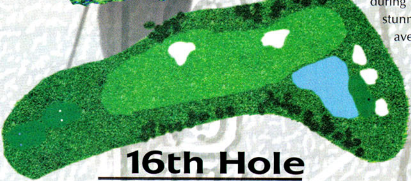
You can birdie the 17th if you're accurate with your long irons on the second shot. In 1990, Tom Kite did this and came from behind to win the St. Jude Classic.





Summerlin
Mark O'Meara

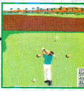
While the Las Vegas Invitational usually hosts 90 holes of tournament play on three different courses, PGA Tour '96 features the standard 72-hole tournament solely on the TPC at Summerlin course. This is hardly a shortcoming since the Summerlin course has the best layout of the three courses. Mark O'Meara tied for fifth place during the 1995 Las Vegas Invitational. Named Rookie of the Year in 1981, O'Meara has had nine PGA Tour Victories in his career, including four at Pebble Beach. A shotmaker, O'Meara was seventh overall in Greens in Regulation during 1995, with a stunning 70.5% average.



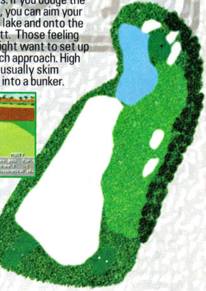
16th Hole
560 yard Par 5

Do you feel lucky? The 560-yard 16th was designed for gamblers. If you dodge the two fairway bunkers, you can aim your next shot across the lake and onto the green for an eagle putt. Those feeling down on their luck might want to set up short and go for a pitch approach. High rolling power hitters usually skim across the green and into a bunker.

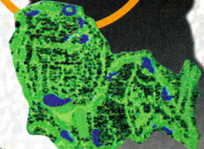
18th Hole
444 yard Par 4

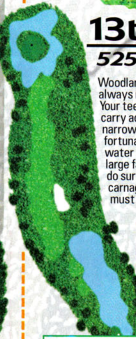


Golfers in the tee box at the 18th are up against a long expanse of hot desert. After they land safely on the fairway, a lake awaits the hooked shots of players thirsty for a birdie. Lay up your second shot right of the green if you're willing to settle for par, and watch the direction of the wind before you hit your ball.



The Woodlands
Tom Kite

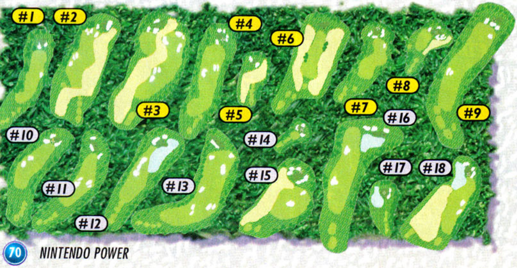


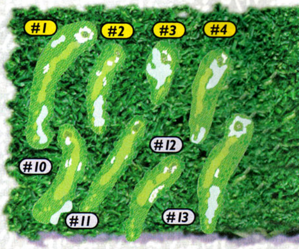


13th Hole
525 yard Par 5

Woodland's 525-yard 13th is always ready to test your luck. Your tee shot has an enormous carry across a lake to the lip of a narrow fairway. Any sliced shots fortunate enough to cross the water usually pancake into a large fairway bunker. Even if you do survive the typical tee shot carnage, your approach shot must land on a tiny island green.

MARTY
Hole #13 Par 5
Stroke 2
Distance 272 yds
Club: 3 wood
Shoot
236





The Shell Houston Open arrives at The Woodlands every April. The 7,042-yard course meanders through a sprawling forest of tall oaks. While not as tough as Avenel or Las Colinas, the TPC at The Woodlands has a reputation for sneaking up on the unsuspecting player. Water comes into play on 11 of the 18 holes, and trees knock down any attempts to cut a dogleg or two. Tom Kite finished in the money here in 1995, but despite his 19 PGA Tour Victories, he has never claimed the Houston Open trophy. This could all change during the 1996 PGA Tour, especially if Kite's putter finds the line to the back of the cup.

17th Hole

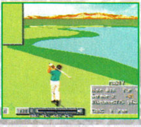
383 yard Par 4

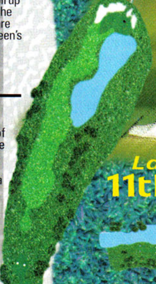
A large lake runs 200 yards along the left side of the 17th's narrow fairway, blocking any attempts to roll up on the front apron of the green. Power hitters are usually mired in the green's large rear bunker.

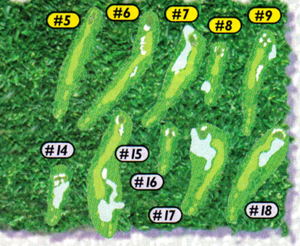
18th Hole

525 yard Par 5

The 18th at the Woodlands has been the site of dramatic playoffs and victories. Curtis Strange won with consecutive birdies on this hole in 1988, beating Greg Norman in a play-off. Errant or overpowered shots inevitably roll into one of six bunkers crowded behind the green.

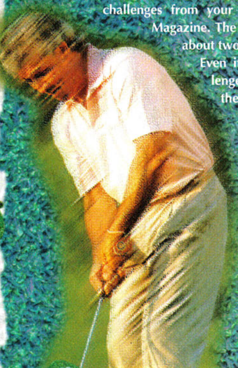




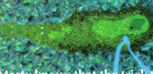


Up For A Challenge?

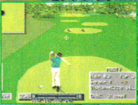
While PGA Tour '96 is packed with plenty of challenges from pros and courses alike, we didn't want to leave you without a couple of extra challenges from your fellow golfers at Nintendo Power Magazine. The staff duffers were especially teed off about two particular holes on the TPC Courses. Even if you decide not to meet the challenge, check out their advice on winning these holes at your next tournament.



Avenel
3rd Hole



Marty knows that the trick to beating Avenel's Third hole is stopping his tee shot on the green. In reality, this hole is ringed by seven sand traps, but the game gives you a bunker break. Note the pin placement and wind direction, then aim for the front of the green.



Great birdie!

Las Colinas
11th Hole

Terry favors a blustery wind at his back while standing in the tee box at the 331-yard par 4 11th hole at Las Colinas. A tailwind here is a big break. If the breeze is strong enough, he can carry the river and land on the apron in front of the green. This leaves him with a chip for an eagle or, if he misses, a putt for an easy birdie.

CLASSIFIED INFORMATION

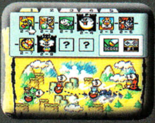
0428 6211 4842 0680

MEMBER IDENTIFICATION #

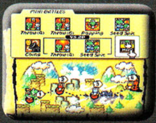
YOSHI'S ISLAND

Bonus Game Practice Mode

This handy code lets you practice the bonus games (the results don't affect your regular game), as well as a couple of two-player games. On any stage select screen, press and hold Select, then press X, X, Y, B and A. Whether you win or lose, you'll return to the stage select screen.



This code can be entered on any stage select screen.



MINI BATTLES
Throw(A)
Throw(G)
Popping
Seed Spit
Coins
Throw(A)
Seed Spit

Now you can brush up on your technique between stages.

2

Stage Skip

Having trouble carrying all those cows around? Here's a code that will let you skip to the next stage to see what other tasty things the EWJ2 programmers have cooked up. Press Start to pause your game. Now press Select, B, X, A, A, X, B and Select. Press Start again to skip to the next stage.

Is our little wormy friend getting all tuckered out?

Lorenzen's Soil

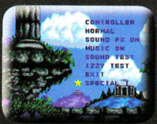
Too bad, 'cause the next stage is even worse!

IZZY'S QUEST for the OLYMPIC RINGS

Stage Select

If the Quest for the Olympic Rings is turning into a herculean effort, pause your game, then press Left, Down, Down, Left, Right and Down. Reset the game, then go to the Options Screen. A Stage Select option will appear!

Pause your game at any time, then enter the code.



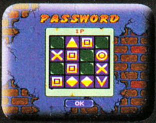
CONTROLLER
NORMAL
SOUND FX ON
MUSIC ON
SOUND TEST
IZZY TEST
EXIT
SPECIAL

From this screen, you can access any other stage.

BIKER MICE FROM MARS

Big Bucks

To get a jump on your competition, enter the password below and start your game as you normally would. You'll have more than enough cash to buy lots of options and upgrades for your bike. Victory will be assured!



PASSWORD
1P
OK

Enter the password and start the game as you normally do.

ENGINE
TIRE
ARMOR
SHOT
V8

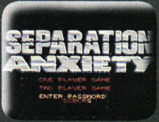
$30,000 will buy a lot of rad upgrades for your bike!

CLASSIFIED INFORMATION

SEPARATION ANXIETY

Stage Select

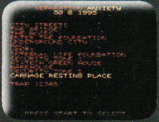
If the original Spider-Man/Venom team-up was the "maximum" in mayhem, then this stunning sequel is off the scale! To skip over any particularly tough areas, enter the password S, C, B, C, R, S to access a special stage select.


SEPARATION ANXIETY
ONE PLAYER GAME
TWO PLAYER GAME
ENTER PASSWORD
SCBCRS

Enter the following password: S, C, B, C, R, S.

SEPARATION ANXIETY
ONE PLAYER GAME
TWO PLAYER GAME
ENTER PASSWORD

Start your game as usual, then press Start to pause.


SEPARATION ANXIETY
30 8 1995
CARNAGE RESTING PLACE
TRAP 12345
PRESS START TO SELECT

Use the Control Pad to scroll through your choices.

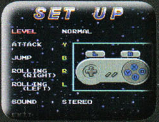
SEPARATION ANXIETY
30 8 1995
ONE PLAYER GAME
TWO PLAYER GAME
PRESS START TO SELECT

Press Start again, and you'll be on your merry way!

SPARKSTER

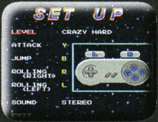
Tough Enough

Want to make life even harder for your furry friend? From the Title screen,go to the Set Up screen and highlight Level. Press Left, Left, Right, Right, Down, Up, Down, Up, A and X. A new "Crazy Hard" difficulty setting will appear!



LEVEL NORMAL
ATTACK Y
JUMP B
ROLLING (RIGHT) R
ROLLING (LEFT) L
SOUND STEREO
EXIT

Be sure to place the cursor on Level before you enter the code.



LEVEL CRAZY HARD
ATTACK Y
JUMP B
ROLLING (RIGHT) R
ROLLING (LEFT) L
SOUND STEREO
EXIT

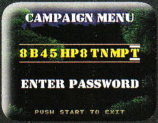
Only the bravest possums dare take on this challenge!

JUNGLE STRIKE

255 Lives and Best Co-Pilot

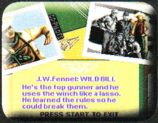
Anyone who has played Jungle Strike will tell you that this action game/flight sim is one of the best (and toughest!) games of its kind. The high level of challenge is one of its advantages, but it doesn't hurt to have some help. Use the passwords below to start these campaigns with 255 lives and the option to have Wild Bill as your co-pilot.

Campaign 1: 8B45HP8TNMPT
Campaign 2: 8B458P84NMPT
Campaign 3: 8B45RP80NMPT
Campaign 4: 8B45WP86NMPT
Campaign 5: 8B45CP8XNMPT
Campaign 6: 8B454P82NMPT


CAMPAIGN MENU

8B45HP8TNMPT
ENTER PASSWORD
PUSH START TO EXIT

Enter the special passwords just like normal passwords.



J.W.Fennel: WILD BILL
He's the top gunner and he uses the winch like a lasso. He learned the rules so he could break them.
PRESS START TO EXIT

Wild Bill can ride shotgun right from the first campaign!

VIRTUAL LEAGUE BASEBALL

KEMCO

Early Spring Training

Baseball spring training is (sort of) just around the corner! In anticipation of another season of unexpected upsets and glorious come-from-behind wins, we present a few special passwords for Virtual League Baseball. Get yourself a hot dog and enjoy the game!

USA vs. Galaxy Team: 00♣43
Canada vs. Galaxy Team: 10◆03
Japan vs. Galaxy Team: 60904
Taiwan vs. Galaxy Team: 70?43
Russia vs. Galaxy Team: ♣0302
Italy vs. Galaxy Team: 01102

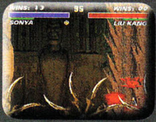
CLASSIFIED INFORMATION

Let the Kombat Begin!

Mortal Kombatants, take heed! Back in Volume 78, we introduced you to the new and vastly improved Mortal Kombat 3. Now we blow this game wide open with a selection of the juiciest Fatalities, Babalities, Animalities and Friendships this side of Outworld! Keep your hands loose, your wits sharp and get ready to top off your victories with these awe inspiring moves!

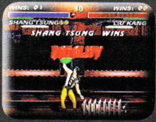
Sonya-Pit Fatality

When your opponent is on the ropes, press Forward, Forward, Down and High Punch to put him out of his misery...permanently!


WINS: 13
95
WINS: 00
SONYA
LIU KANG

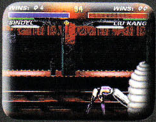
S. Tsung-Fatality

Shang Tsung is going to sing you a solid steel lullaby! Stand at close range and hold Low Punch, then press Down, Forward, Forward, Down, and then release Low Punch.


WINS: 01
90
WINS: 00
SHANG TSUNG
LIU KANG
SHANG TSUNG WINS
FATALITY

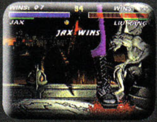
Sindel-Fatality

Stand at sweep range and press Run, Run, Block, Run and Block to give your opponent the ultimate bad hair day!


WINS: 06
94
WINS: 00
SINDEL
LIU KANG

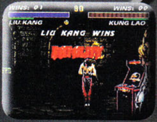
Jax-Fatality

This move must be done while standing about a screen length away. Press Run, Block, Run, Run and Low Kick. Look out below!


WINS: 07
94
JAX
LIU KANG
JAX WINS

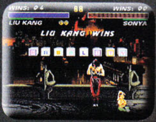
Liu Kang-Fatality

Who would've thought that an arcade machine would be considered a deadly weapon? Stand at close range and press Up, Down, Up, Up, and then press Run and Block together.


WINS: 01
90
WINS: 00
LIU KANG
KUNG LAO
LIU KANG WINS
FATALITY

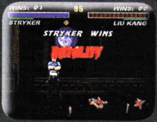
Liu Kang-Babality

This move can be performed at any distance from your opponent. Press Down, Down, Down and High Kick. Yes, and "goo-goo" to you, you little darling!


WINS: 04
88
WINS: 00
LIU KANG
SONYA
LIU KANG WINS
BABALITY

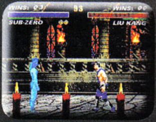
Stryker-Fatality

Oooo, what a mess you've made, Stryker! Press Down, Forward, Down, Forward and Block to give your opponent an explosive experience!


WINS: 01
95
WINS: 00
STRYKER
LIU KANG
STRYKER WINS
FATALITY

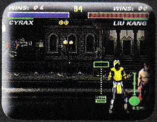
Sub Zero-Fatality

Here's another chilly fatality from Sub-Zero. Press Back, Back, Down, Back and Run at sweep range. Got any diet soda to go with that?


WINS: 03
93
WINS: 00
SUB-ZERO
LIU KANG

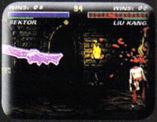
Cyrax-Fatality

At close range, press Down, Down, Forward, Up and Run. We don't know why Cyrax blows himself up just to spite his opponent, but he must have a good mechanic!


WINS: 06
94
WINS: 00
CYRAX
LIU KANG

Sektor-Animality

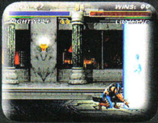
Change Sektor into a giant flying mouse by pressing Forward, Forward, Down and Up. You'll have to stand close to your opponent for this to work.


WINS: 08
94
WINS: 00
SEKTOR
LIU KANG

CLASSIFIED INFORMATION

Night Wolf-Fatality

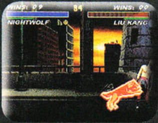
The moon casts a deadly light if you stand right next to your opponent and press Up, Up, Back, Forward and Block.



WINS: 00
NIGHTWOLF
LIU KANG

Night Wolf-Animality

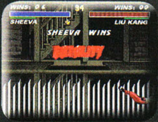
Change Night Wolf into his four-legged namesake by pressing Forward, Forward, Down and Down at close range.



WINS: 09
94
WINS: 00
NIGHTWOLF
LIU KANG

Sheeva-Pit Fatality

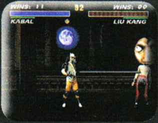
Looking for a special Fatality for that special someone? Press Down, Forward, Down, Forward and Low Punch, and watch what happens!



WINS: 06
94
WINS: 00
SHEEVA
LIU KANG
SHEEVA WINS
FATALITY

Kabal-Fatality

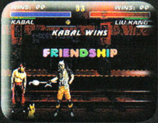
At just beyond sweep range, press Down, Down, Back, Forward and Block. Just be glad that Kabal doesn't make funny balloon animals!



WINS: 11
92
WINS: 00
KABAL
LIU KANG

Kabal-Friendship

At least Kabal has enough treats for all of his MK friends! Stand at sweep range and press Run, Low Kick, Run, Run and Up.



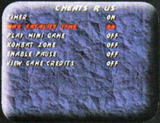
WINS: 00
93
WINS: 00
KABAL
LIU KANG
KABAL WINS
FRIENDSHIP

More Kombat Options

Liked those Fatalities, did you? Well, maybe we'll follow up next month with more moves, including Shang Tsung's incredible morphs! In the meantime, chew on the codes below, which give you access to all sorts of game play options that you can use in different combinations. Enjoy!

Kool Stuff

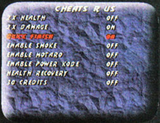
On the Start Game screen, press Up, Up, Down, Down, Left, Right, A, B and A. This brings up a "Kool Stuff" options screen, which includes a mini shooter game!



```
CHEATS R US
TIMER                ON
MAX FATALITY TIME    ON
PLAY MINI GAME       OFF
KOMBAT ZONE          OFF
ENABLE PAUSE         OFF
VIEW GAME CREDITS    OFF
```

Kooler Stuff

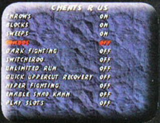
How about a Quick Finish (one-button Fatality) option? On the Start Game screen, press Select, A, B, Right, Left, Down, Down, Up and Up.



```
CHEATS R US
2X HEALTH            OFF
2X DAMAGE            ON
QUICK FINISH         ON
ENABLE SMOKE         OFF
ENABLE MOTARO        OFF
ENABLE POWER KODE    OFF
HEALTH RECOVERY      OFF
30 CREDITS           OFF
```

Scott's Stuff

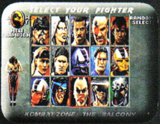
On the Start Game screen, press X, B, A, Y, Up, Left, Down, Right and Down. Whoever Scott is, he's got the Koolest options in town!



```
CHEATS R US
THROWS                   ON
BLOCKS                   ON
SWEEPS                   ON
COMBOS                   OFF
DARK FIGHTING            OFF
SWITCHEROO               OFF
UNLIMITED RUN            OFF
QUICK UPPERCUT RECOVERY  OFF
HYPER FIGHTING           OFF
ENABLE SHAO KAHN         OFF
PLAY SLOTS               OFF
```

Random Select

To randomly select a character, press Up and Start when highlighting Shang Tsung. For Player 2, press Up and Start on Controller 2 when highlighting Liu Kang.



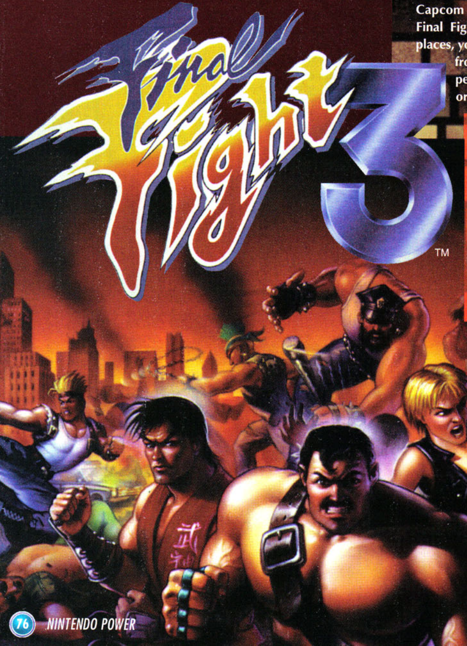
SELECT YOUR FIGHTER
RANDOM SELECT
CHAMPION
KOMBAT ZONE: THE BALCONY

Experts, shmexperts! If you've got an awesome tip or a killer code, send it in! We'll print your stuff alongside the pros' codes. So what are you waiting for? Warm up your brain pans, crack your knuckles and press those buttons!

Nintendo Power
Classified Information
P.O. Box 97033
Redmond, WA
98073-9733

Capcom's smash-hit street-fighting series returns with a 24-megabit bang! Once more, terror rules the streets of Metro City. Join two-fisted Mayor Mike Haggar and his team of martial-arts masters as they battle a sinister gang through six stages of side-scrolling mayhem! Final Fight 3 features a bevy of hidden areas and bonus levels. A wide variety of attack styles, one- and two-player modes and lots of options add to the fun.

© 1995 Capcom Entertainment Inc.

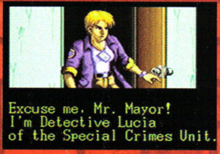


METRO CITY NEEDS A MAJOR STREET-SWEEPING

After Haggar put the Mad Gear gang out of business, bloody fighting erupted as even more ruthless gangs fought for domination of the streets. When the dust had settled, the Skull Cross gang commanded Metro City. Now it's time to take back the streets!

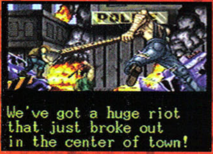
Pursue the gang to this luxurious skyscraper, where you'll come face to face with the Skull Cross chieftain!

Capcom has packed Final Fight 3 with secret rooms and hidden routes. In some places, you can even avoid battle with a boss! The scenery ranges from seedy back streets to a Chinese restaurant to a plush penthouse. You can take on the gang alone, with a friend, or with a computer-controlled partner. Whether you attack in a team or go it alone, be sure to break apart barrels and crates en route. They conceal food, weapons and other power-ups.



Excuse me. Mr. Mayor!
I'm Detective Lucia
of the Special Crimes Unit.

One of two new members of Haggar's team, Detective Lucia gets her kicks by bringing crooks to justice.

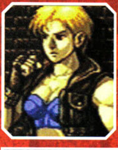


We've got a huge riot
that just broke out
in the center of town!

Riots, prison breaks, smuggling, the Skull Cross gang has its fingers in all sorts of nasty activities!

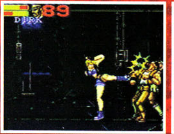
ELECTRIFYING ACTION FROM TWO NEW FIGHTERS

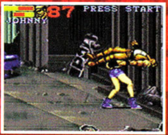
Haggar allows no slackers on his side, and that goes for his two newest comrades. Don't be deceived by Detective Lucia's slight build. She attacks with the fury of ten macho men! Dean is a walking dynamo, juicing enemies with his Electric Combo. When in a jam, Lucia launches her Hurricane Spinner and Dean switches on his Electric Shock. However, these Mega-Crush attacks deplete strength. Haggar and Guy also have Mega-Crush attacks. Try to preserve your strength by keeping a close eye on your enemy's strength meter. If it's nearly empty, you can usually finish him or her off with a less-taxing attack.

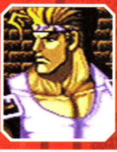


LUCIA

A hard-nosed cop with Metro City's Special Crimes Unit, Lucia has mastered many kinds of martial arts. She became fiercely loyal to Mayor Haggar when he cleared her of trumped-up corruption charges. Her fast footwork really shines when she teams up with another fighter on a two-person mission.

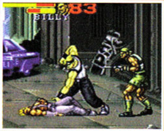


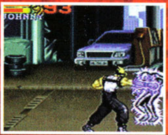




DEAN

It's whispered that this mystery man with supernatural powers is not quite human. Dean was a top attraction on the street-fighter circuit when he caught the evil eyes of the Skull Cross gang. After he refused to join, enraged gang members brutally attacked his family. Now he's out for revenge!



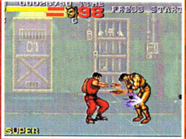


GET INTO A SUPER MOVE GROOVE

When you start a game, the super move meter at the bottom of the screen will be empty. Terminate troublemakers to boost the meter until it tells you that you're in super move mode. It's good for only one attack at a time. But what an attack! Lightning flashes fill the sky. Super moves will devastate any rival, but your best strategy is to save them for use against the major enemies found at the end of every stage. That's not always easy. Major enemies move especially fast and like to surround themselves with pesky stooges.

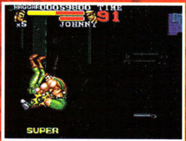
GUY

Guy's 1,000 Fist-Barrage launches a titanic energy blast. He picked up this move while studying under ninja masters. Grab the enemy, then press Toward him. Roll your thumb Down and press the Y Button.



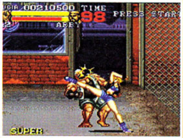
HAGGAR

Begin Haggar's Final Hammer move by grabbing an enemy then smoothly rolling your thumb from Toward to Down. Finish by pressing the Y Button. Even major enemies take serious damage from this spectacular attack.



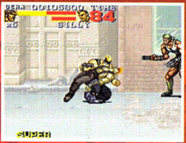
LUCIA

With her blinding speed, Lucia is the only fighter who doesn't need to grab her enemy before beginning a super move. Launch her Hard Hit Knee move by pressing Down twice, then Toward. Finish by pressing the Y Button.



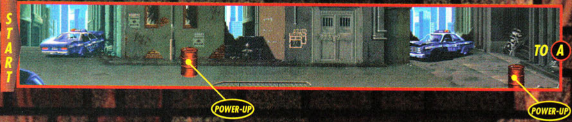
DEAN

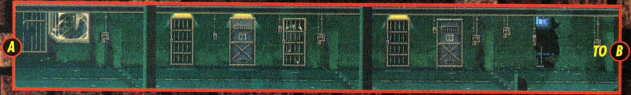
Grab an enemy, then roll your thumb from Down to Up. Finish by pressing the Y Button. Ever-humble Dean calls this move the Scrap Dunk, but a better name would be Adios, Amigo!

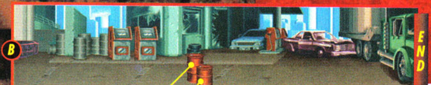


ROUND ONE... POLICE BEATEN

Shattered police cars circle a precinct station in mute testimony to the ruin brought by the rioters. Most of the Skull Cross gang has moved on, leaving wannabes and unproven brawlers to keep this part of town mean. You will have to sweep the streets of vermin before locking down the rioting prisoners inside the station house. Then head for the motor pool outside, where Skull Cross gang members would love to put you in the tank!

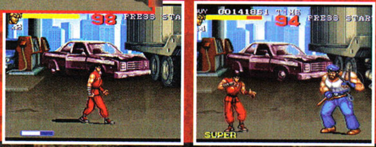






DAVE

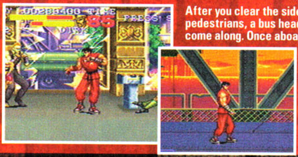
A renegade cop who's crossed over to the Skull Cross gang, Dave's deadliest attack is the Giant Jump. When he leaps into the air, move away fast! His shadow will show you where he's going to land. Big Dave also wields a billy club in ways that definitely violate regulations.



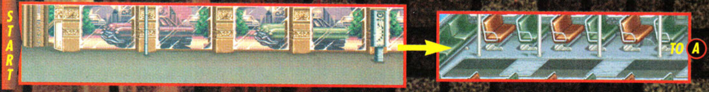
ROUND THREE... AUTO ROW

You've stumbled across Skull Cross members brazenly trying to steal some classic autos right out of the showroom! This intriguing stage has two paths. After thwarting the would-be auto thieves, you can go to the docks to check out some sinister goings-on there. An alternate route takes you to an old bus yard and a showdown with the gigantic, wrench-wielding Caine! Regardless of the path you take, forget grabbing a ride in that '54 Cadillac in the showroom. You'll either have to take the "A" bus or hoof it.

TWO ROUTES TO THE TROUBLEMAKERS

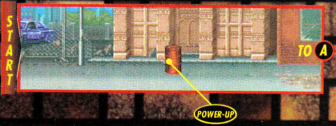


After you clear the sidewalk of pugilistic pedestrians, a bus headed to the docks may come along. Once aboard you'll have to brawl with a bunch of thugs, who simply refuse to stay in their seats! Sometimes the bus will take you to an old bus yard, where you'll have to slug it out with Caine, also known as "The Destroyer."



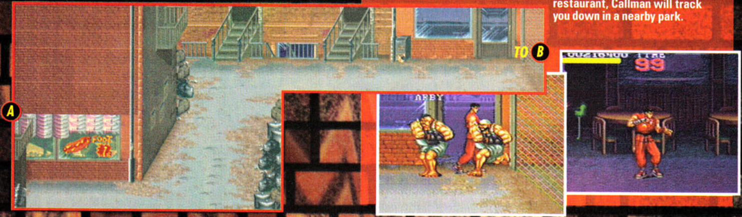
ROUND TWO... MEAN STREETS

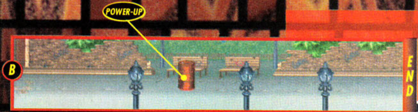
The riot was a ruse to break a Skull Cross gang member out of prison! Now you'll have to pursue the thugs through the back streets of Metro City. Two big bruisers, Arby and Fat Jack, make their first appearance here. As soon as you see these sumo look-alikes, you'll have to attack or retreat quickly. Give them enough time and they'll plow you into the pavement!



CREEP EATS

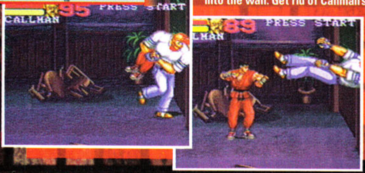
Just before the chain-link fence, duck into the diner for some fast food and faster fighting. You're not likely to find any mellow music on the jukebox. After all, table service here means a table slammed onto the head! While squaring off, don't forget to eat a square meal. It will replenish your Strength Meter. If you decide to skip this lovely restaurant, Callman will track you down in a nearby park.





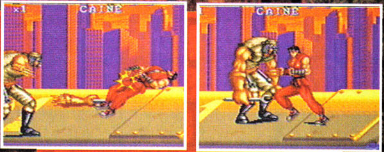
CALLMAN

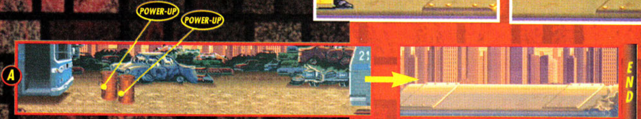
You're heading for trouble when you run into the head waiter at this barbecue joint. Callman's been racking up some serious time down at the weight room, and he'd love nothing better than to clean-and-jerk you into the wall. Get rid of Callman's toadies as quickly as possible, then turn your attention to him. Don't let him get a head of steam or he'll run right over you. Keep moving and soon it will be last call for Callman!



CAINE

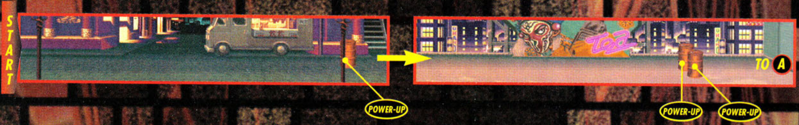
This Caine definitely isn't a good citizen. Seeing you invade his dilapidated bus yard, he'll challenge you to hit the roof where he hangs out. Caine likes to play heavy metal chin-music with his extra-long wrench. Lugging such a big tool slows him down, though. Don't let him take a full swing at you! Just keep moving. Caine is also nearsighted. If you retreat to the far end of the bus roof, he'll have a hard time seeing you. Now is the time to launch a Jumping Dash attack by quickly pressing Toward twice, then the B Button. While airborne, press the Y Button.

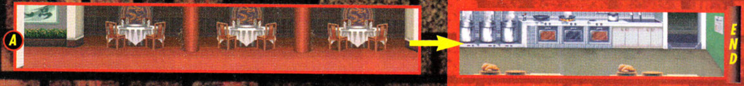




ROUND FOUR... ENTER THE DRAGON

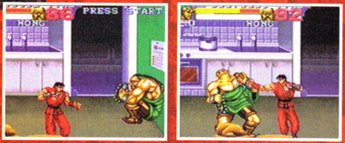
The Skull Cross gang is cooking up some big trouble in little Chinatown. Clear the streets of troublemakers, then take to the roof of a swank restaurant for more furious fisticuffs. When busing the bad guys out of the dining room, you'll find that Andore is especially hard to beat. You'll have to hit this lumbering giant repeatedly if you want to lay him low. Then head for the kitchen to see what's cooking with Wong, the master of some unearthly martial-arts moves!





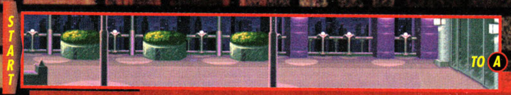
WONG

After years of studying under martial-arts masters in the Orient's foremost dojos, something snapped inside this behemoth. Instead of using his skills for peace and justice, he joined the Skull Cross gang. Despite his huge size, Wong is as agile as a butterfly. Watch out for his tumbling attack, and be especially wary of his necklace. It gives him the power to freeze opponents!



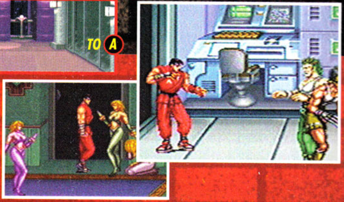
ROUND SIX... IT'S THE TOP

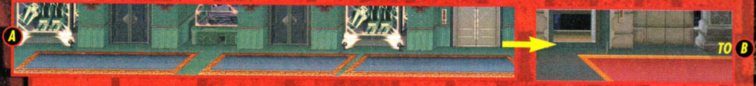
Your long fight culminates here, at the Skull Cross gang's headquarters inside one of Metro City's biggest skyscrapers. You'll have to blast through the garden entrance and brawl down the carpeted aisles before taking a perilous elevator ride to the rooftop helipad. Whatever else you do, don't be lulled by the gang's luxuriously appointed surroundings. Fear of losing their empire has driven the remaining goons to a fighting frenzy!



MAINFRAME MAYHEM

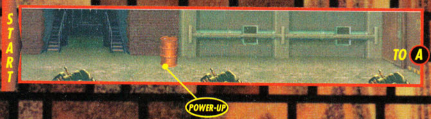
The Skull Cross gang has gone high tech, building a state-of-the-art computer center that's manned by some of the burliest propeller-heads around. Your access will be denied unless you can short-circuit to the three stiletto-wielding sentries outside.





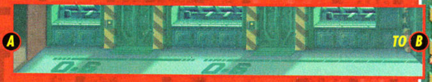
ROUND FIVE... INDUSTRIAL STRENGTH

The Skull Cross gang has commandeered a giant factory! Force your way in by silencing the sentries out front and bashing open the steel-plated door. Once inside, you'll find Skull Cross members crisscrossing the place. Watch out for Hunter, who swings an extra-heavy baseball bat. Like Andore, Hunter takes a lot of punishment before striking out. Your final fight in this stage takes place under the sweltering heat of a blast furnace.

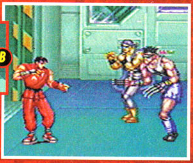


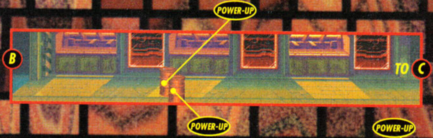
GUY 00816052 TIME
95
x3
BILLY

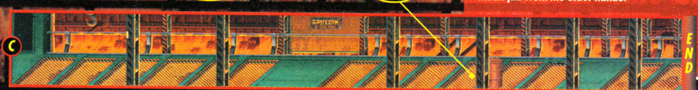
DIGITAL DUST-UP



Soon after entering the factory, you can kick open a door and enter the computer room. Knock out the thugs keeping guard over the factory's nerve center before returning to the factory floor. Wherever you are, don't neglect fragile but pesky troublemakers like May and Joe. Remember that any enemy can damage you, even if he or she has very little energy left.

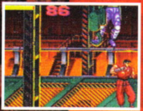


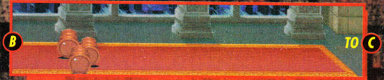




STRAY

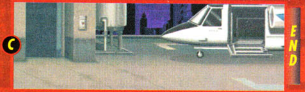
This power plant with purple hair is your toughest foe yet. Stray moves fast and has surrounded himself with a passel of pests. While they're buzzing around, Stray will try to crush you with his power leap, then turn off your lights with a mean jab from his claw hands.

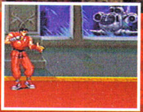




BLACK

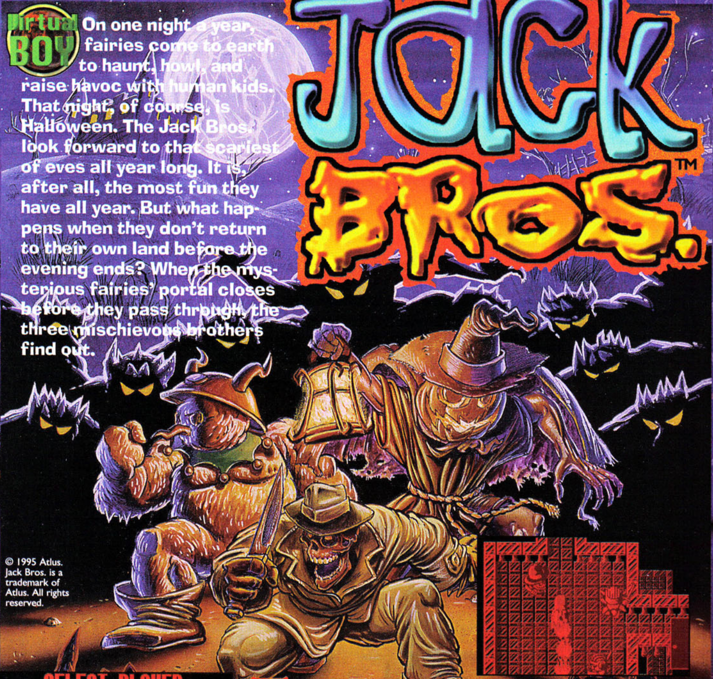
With his criminal empire crumbling, Black decides to take matters into his own burly hands. The mastermind behind the Skull Cross gang helicopters in for the final showdown. Wait out his whirling dervish attack, then hit hard when he catches his breath. Black will also try to rake you with his nasty riding crop. To finish this evil genius off, you'll have to pin him against the high-power transformer. Shocking!



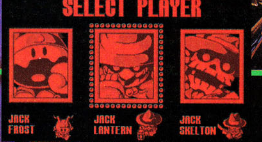


JACK BROS.™

On one night a year, fairies come to earth to haunt, howl, and raise havoc with human kids. That night, of course, is Halloween. The Jack Bros. look forward to that scariest of eves all year long. It is, after all, the most fun they have all year. But what happens when they don't return to their own land before the evening ends? When the mysterious fairies' portal closes before they pass through, the three mischievous brothers find out.



© 1995 Atlus. Jack Bros. is a trademark of Atlus. All rights reserved.

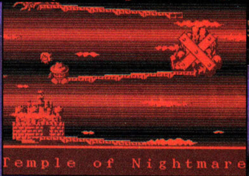


SELECT PLAYER

JACK FROST

JACK LANTERN

JACK SKELTON

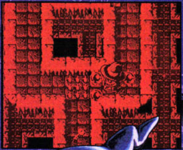


Temple of Nightmare

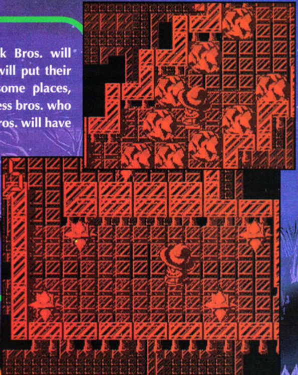
The Terrible Trio

Atlus's Virtual Boy romp is a great fit for players who like their puzzles packed with action. The story follows the Jack Bros. through more than fifty levels of perplexing pranks as they try to find their way home. You can select your favorite of the three bros.: Jack Frost attacks with ice, Jack Lantern flings fireballs and Jack Skelton wields a wicked blade. Each has his strength. Jack Frost, for example, is on the nimble side, while Jack Skelton relies on pure power. With them on their trek is a fairy guide who offers helpful tips for exploring new areas in the 3-D environment that has the trio popping from foreground to background.

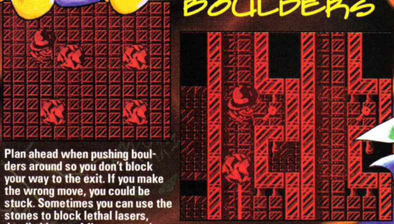
Obstacles



Inside the various labyrinths, the Jack Bros. will encounter hazards and obstacles that will put their nimbleness and wits to the test. In some places, spikes rise from the floor, impaling hapless bros. who are standing above. In other spots, the bros. will have to figure out how to push boulders into place to block lasers and open corridors. And they'll also have to dodge the occasional Paradice, deadly spikes that fly in from the sides to flatten less-than-fleet-afoot intruders. In any case, listen to the wise fairy guide to find out what dangers lie ahead.

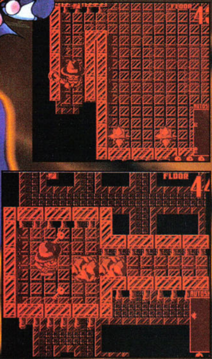


MOVE THE BOULDERS



Plan ahead when pushing boulders around so you don't block your way to the exit. If you make the wrong move, you could be stuck. Sometimes you can use the stones to block lethal lasers, deadly blasts of fire, or attacks by invincible enemies.

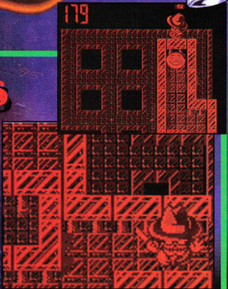
AND USE YOUR WITS



Try all of the warps to see where they lead. On some levels, such as 43 and 44, you'll be able to warp back and forth. When you come to a place that looks inaccessible—one that's blocked by boulders, for example—try using a warp to get there.

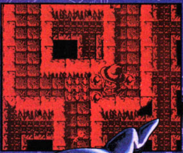
Warps And Exits

You must find all of the keys before you can exit each area, and many areas have more than one exit. The one you choose will determine where you'll land on the level below, so you should plan your leap carefully. You can save a lot of time by landing near an exit on the next level. There are also warp platforms that you can use to move directly from point to point. Some warps will even transport you from level to level. If you've moved boulders into positions that block your path, use a warp to reset them and try again.

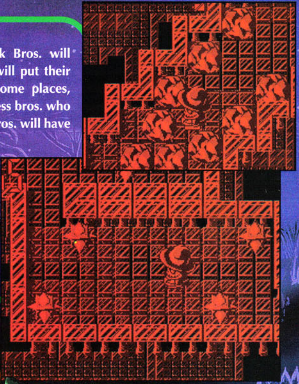


After you find the necessary keys, choose the best exit, then jump down to the next level. You can also save valuable time by using warp platforms to move around, even between levels.

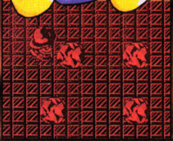
Obstacles

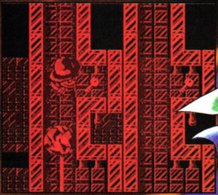


Inside the various labyrinths, the Jack Bros. will encounter hazards and obstacles that will put their nimbleness and wits to the test. In some places, spikes rise from the floor, impaling hapless bros. who are standing above. In other spots, the bros. will have to figure out how to push boulders into place to block lasers and open corridors. And they'll also have to dodge the occasional Paradice, deadly spikes that fly in from the sides to flatten less-than-fleet-afoot intruders. In any case, listen to the wise fairy guide to find out what dangers lie ahead.



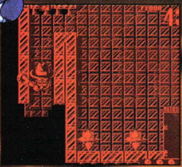
MOVE THE BOULDERS





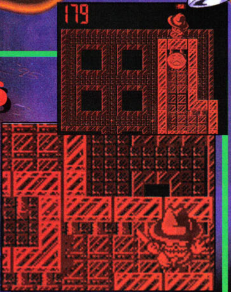
Plan ahead when pushing boulders around so you don't block your way to the exit. If you make the wrong move, you could be stuck. Sometimes you can use the stones to block lethal lasers, deadly blasts of fire, or attacks by invincible enemies.

AND USE YOUR WITS

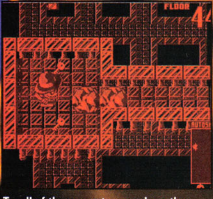


Warps And Exits

You must find all of the keys before you can exit each area, and many areas have more than one exit. The one you choose will determine where you'll land on the level below, so you should plan your leap carefully. You can save a lot of time by landing near an exit on the next level. There are also warp platforms that you can use to move directly from point to point. Some warps will even transport you from level to level. If you've moved boulders into positions that block your path, use a warp to reset them and try again.



After you find the necessary keys, choose the best exit, then jump down to the next level. You can also save valuable time by using warp platforms to move around, even between levels.



Try all of the warps to see where they lead. On some levels, such as 43 and 44, you'll be able to warp back and forth. When you come to a place that looks inaccessible—one that's blocked by boulders, for example—try using a warp to get there.

TETRIS BLAST™

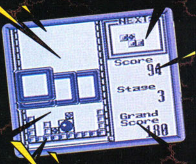
Have A Blast

There's a new Game Boy Tetris title in town, and this one's a blast! It has the familiar bricks and blocks, but this time it also has bombs and blasts. If you thought the original Game Boy Tetris kept your thumbs blistered, wait until you plug in this Pak—it'll blow you away! What's the big deal, you ask. This time there are bombs in some of the bricks. In Tetris, you cleared blocks by making complete lines. In Tetris Blast, you explode single lines or totally nuke an entire screen by combining bombs to make a mega-blast. If you like blowing stuff up, you'll get a real bang out of playing all three games on the Tetris Blast cartridge. There's just one question: Do you have the nerve to play a truly explosive game?

© 1995 1996 B.P.S. Licensed to Nintendo
© 1987 Elorg. © 1989 Nintendo. All rights reserved.
Tetris Blast is a trademark of Elorg.

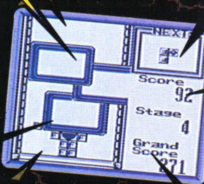
Bombs Away

As in Tetris, the goal of Tetris Blast is to clear away the blocks before the stack gets too high. Tetris Blast gives you a few new tools to work with.The most notable, of course, is the bomb. When you complete a row of blocks, the bombs in that row explode. It only takes a few small bombs to clear out partially completed rows. If you blow up enough bombs, you'll clear the entire screen! Tetris Blast also lets you slide your blocks into position. In the original Tetris, you found yourself in big trouble if you failed to position your blocks as they fell. In this version, you can slide your blocks after they land to reach those hard to get places.



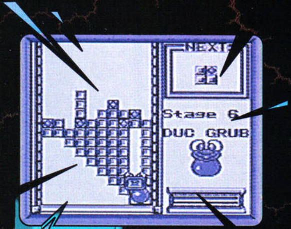
Nuclear Strategy

Handling explosives is always risky business, but if you plan ahead and place your video bombs carefully, you'll escape explosions unscathed. If you can group four bombs together, they'll form a mega-bomb.When you complete a row that includes a mega-bomb, it will blow up all nearby bombs. If you detonate several mega-bombs at once, they will clear the entire screen. Just remember that, to get a mega-bomb, you must place the four bombs together before you complete the row. You must allow time for the four bombs to morph together before completing the row.



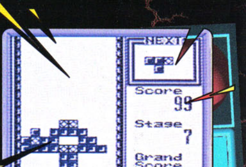
New Modes, New Challenges

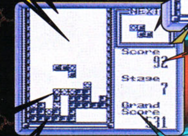
There are three ways to play Tetris Blast. First, you can learn how to handle an explosive stack of blocks in the Training Mode. You have ten drop-speeds to choose from, and all you have to do is stack and destroy blocks as they fall. There's no end to this mode. You simply stack and blast until you think you're ready for a showdown. In the Contest Mode, you stack blocks as they fall into a partially filled chute. The trick to this mode is to find ways to fit falling blocks around the blocks that are already in place. The toughest form of Tetris Blast is the Fight Mode, in which insect enemies try to make a mess of your game.



In the Fight Mode, you crush or blow up insect enemies to stop them from adding blocks to the stack or from eating your bombs.

So you think you're a master at Tetris Blast. Prove it by linking up with another blastronaught in a two-player showdown using Game Link.





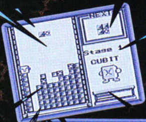
Fight For Glory

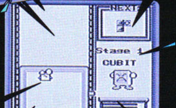
Tetris Blast's Fight Mode pits you against block-chomping pests like Cubit, Gloop, and Squidly. They may look like they're clueless, but watch out. These Tetris terrorists have strategies for making a mess of your game.

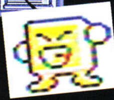
Blast the Bugs

Going head-to-head against the bug squad takes a little practice.They float around the blocks stirring up all kinds of trouble. Some of them add blocks to your stack, making it hard to tell where you should place the next block as it falls. Some of them eat your bombs and are especially fond of mega-bombs. Doc Grub can be particularly irritating when he smiles up at you from the hole that used to be a mega-bomb, just as you're getting ready for a big blast. The worst thing the pests do is create entire rows of blocks. If you don't clear your stack quickly, they'll put you out of business. Fortunately, you have to deal with only one of the pests at a time.

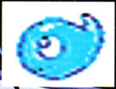
Of course, in a fight like this, the best defense is a good offense. If you drop a load of blocks on their heads, you can crush them as they try to dig themselves out. If you can trap them under a row as it explodes from the screen, they'll absorb the damage. If you nail them enough times, you'll crush them for good. If you're playing against munchers, pin them under complete rows and blow them up with small bombs. Mega-bombs take so long to make that the munchers will eat them before you can detonate them. Mega-bombs are effective against block-spitters, though. When the big boomers explode, they set off chain reactions that get the creeps no matter where they're hiding.

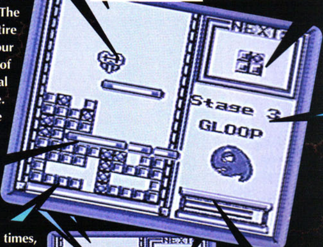


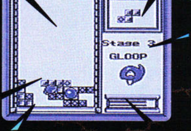




Cubit is a block-head. He's a slow-moving pest that is easy to beat. Hit him with a couple of mega-bombs to destroy him.

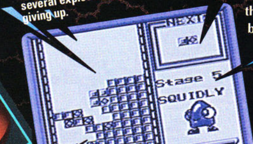


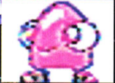




Fast moving but weak, Gloop makes your blocks drop straight down if he gets near them. Blast that Gloop! It's a good thing he can't take a punch.

Squidly is no wimp. He not only spits blocks at a million miles an hour, he can absorb several explosions before giving up.



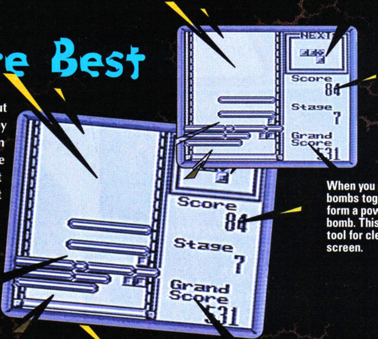


Set New Records

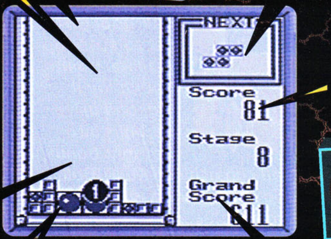
In the Contest Mode, you have to clear existing blocks from the chute by placing new blocks and bombs around them. Try to clear the chute out as quickly as possible, because you're racing the clock in this contest. The game keeps track of your times and lets you know when you've set a new record. You may want to practice up on the Training Mode before trying this one. It may start out slowly, but it gets harder fast.

Bombs Are Best

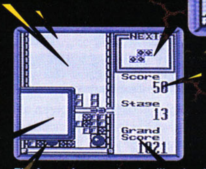
If you've played the harder levels of Tetris, you know about clearing existing blocks away by filling the spaces around them and forming lines. The same principal applies in the Contest Mode of Tetris Blast, except that in this version, there's more space between the blocks, so it's harder to fill in the spaces to clear lines. Use mega-bombs to win. You can clear lines with small bombs, but you'll never get all of the stray blocks with little blasts. In fact, the best way to shatter old records is by planting three or more mega-bombs around the screen and setting up a chain reaction. If aligning four bombs to create a mega-bomb sounds hard, here's a bit of good news. Each time you detonate a mega-bomb, you'll be rewarded with blocks of multiple bombs. With a little work, you can replace one mega-bomb with three more—enough firepower to clear most screens.



When you place four bombs together, they form a powerful mega-bomb. This is the best tool for clearing the screen.



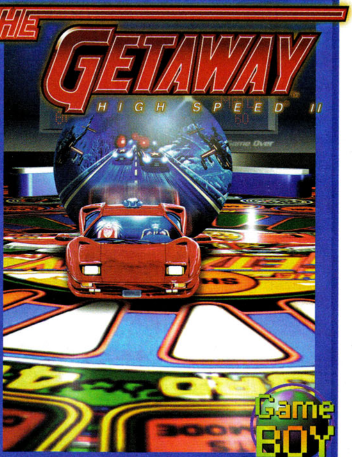
Once you've created your ultra-powerful mega-bomb, you must finish a line of blocks around it to make the bomb explode.



The force of a mega-bomb will make all nearby regular bombs explode, setting off a record-setting chain reaction.

THE GETAWAY

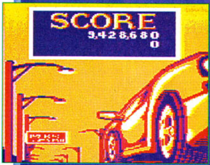
HIGH SPEED II

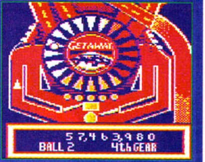


BURN RUBBER

SUPER GAME BOY
PALETTE 1-B

The masters of arcade action at Williams Entertainment have packed some high-speed action into a Game Boy pinball Game Pak called The Getaway. Your goal isn't just to score a gazillion points. If you play it cool and drive the balls into the right bonus areas, you can achieve Multi-Ball mode or a Video mode where you switch from pinball to a racing game. It's not just pinball. It's pinball for serious gear heads.

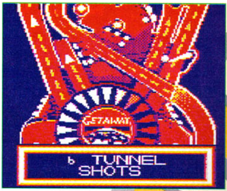


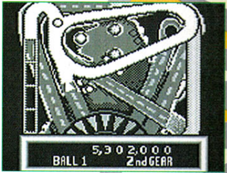


© 1995 Williams Entertainment

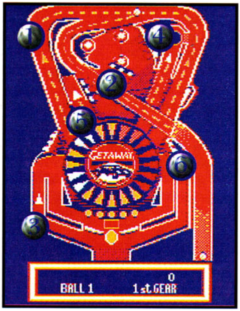
NEED FOR SPEED

Most video pinball games combine several playing fields with varying themes and bonus systems to add variety, but in the end they really don't give players much variety at all. The Getaway concentrates on one theme and gives players options so that they can earn bonuses in different ways. If you stay clear of the drain, you can earn dozens of bonuses for extra balls and points. The vertically scrolling board can be hard to read when the ball starts flying, but if you know where to hit it, this game turns into a joy ride.





UNDER THE HOOD

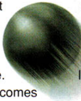


The Getaway play field contains freeways, an RPM counter, traffic lights, super chargers, three flippers, one hideout and a tunnel. At the start of the game, you have five balls and your car is in first gear. By keeping the ball in play and aiming for bonus areas, some of which light up during the course of play, you wrack up points, shift gears, enter special modes and stay clear of the long arm of the law. If you're playing on Game Boy, you'll need to concentrate to see if the traffic lights are switched on. On Super Game Boy, it's a bit easier to tell what's happening, but the game has no Super Game Boy enhancements. Either way you play, the action is fast and frantic.

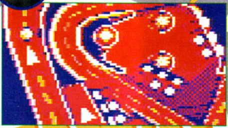
LIFE IN THE FAST LANE

TAKE 2

There are many ways to take your car to the limit and beyond in The Getaway. Just as in a real car, you can increase your speed by pushing your engine faster. Revving up the car's RPM count and shifting to the next highest gear pays off after you reach third. You can also run red lights, which takes considerable skill, or send a ball into the Tunnel for extra bonuses or to hold it during Multi-Ball. Another route to bonus jack pots is the Hideout. Tuck three balls into the Hideout on the back ramp and you could be shooting Multi-Ball around the next turn or driving a real car in Video Mode. Sometimes the great escape comes about due to careful setup and planning. With this in mind, activating the Kickback bumpers will keep you out of the drain and in the fast lane.

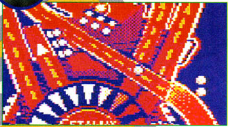


1 SHIFTING GEARS



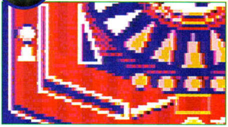
Anyone can increase their RPMs by flipping the ball into the right and left tracks. When the tach in the middle of the lower part of the playing field reaches the redline, shift.

2 RUNNING THE RED



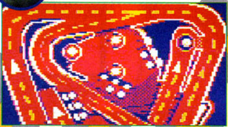
Three traffic signals in the upper play field have three lights. Hit the same lights on each of the three traffic signals. Once the Lock Lit sign flashes, send a ball to the Hideout.

3 KICK-BACK



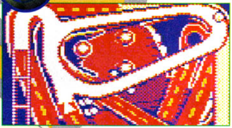
This is the easiest method to keep your balls in play. Hit the three targets on the right and left sides of the lower part of the play field to activate the Kickback bumper.

4 THE TUNNEL



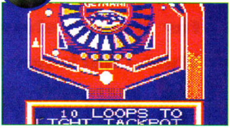
Hitting balls into the Tunnel is the fastest way to get random bonuses. The Burn Rubber option activated in the Tunnel randomly selects one of 12 bonus awards including a special.

5 SUPER CHARGER



To start the Supercharger, send the ball up the center left ramp. After reaching fourth gear, you can score millions by sending the ball through the Supercharger loop repeatedly.

6 MULTI-BALLS

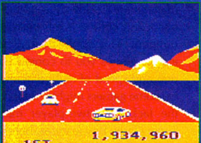


Multi-Ball play gives you three balls at once. The trick is to keep them away from the drains, so make sure Kick Back is activated and keep one ball in the Supercharger or Tunnel.

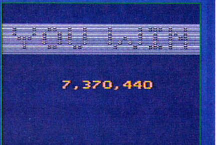
POWER-UP

ON THE ROAD

Video Mode in The Getaway shifts you completely away from the pinball game to a driving game. You're on a highway filled with slow-moving traffic, but you're still trying to getaway. Shift up and down using A and B while steering with the cross pad to avoid traffic. If you keep your speed high and don't crash, you'll make major points and that can earn you extra balls.



As you increase speed, you also increase your chance of crashing. Move back and forth between just two lanes as cars appear ahead. That reduces the number of cars you must dodge.



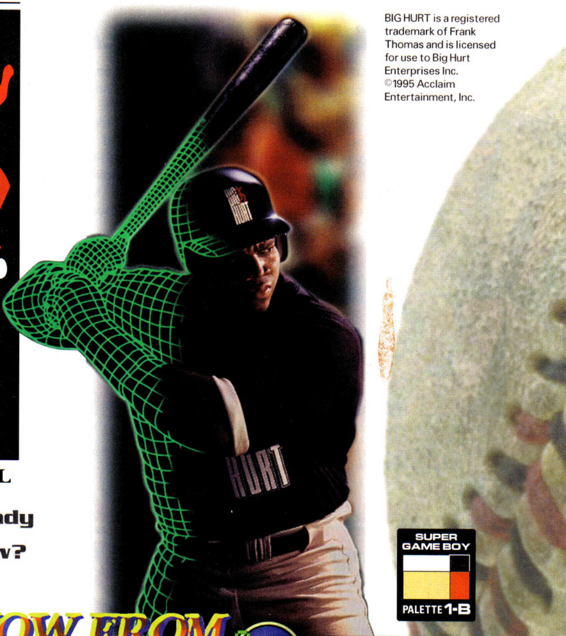
Unlike the pinball game, Video Mode has an end. If you stay out of trouble for the length of the course, you can score multi-millions in points. Try to get into Video Mode as often as possible.

FRANK THOMAS

BIG HURT

BASEBALL

BIG HURT is a registered trademark of Frank Thomas and is licensed for use to Big Hurt Enterprises Inc. ©1995 Acclaim Entertainment, Inc.



SUPER GAME BOY

⬜⬛
🟨🟥

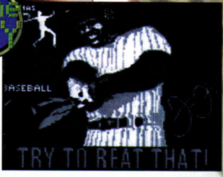
PALETTE 1-B

Think you're ready for the big show? Then check out

A BIG WOW FROM THE BIG HURT

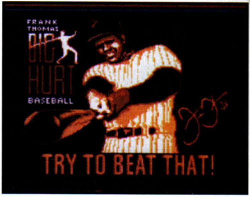
Acclaim's ultra realistic new Game Boy title. Packed with tons of options, Big Hurt Baseball is guaranteed to give you a big wow!

Acclaim and the American League's two-time Most Valuable Player, Frank Thomas, turn in all-star performances with Big Hurt Baseball. Would-be Buck Showalters can hone their management skills by sending in a pinch-hitter and getting a reliever up in the bullpen. The sophisticated pitching engine allows you to control the location and speed of eight different pitches. Some gamers might complain about the lack of a two-player mode and Super Game Boy features, but those are minor flaws when set beside the game's many strengths. You can play a full season, championship series, All-Star game or exhibition game. So what are you waiting for? Batter up!



BASEBALL

TRY TO BEAT THAT!



FRANK THOMAS

BIG HURT

BASEBALL

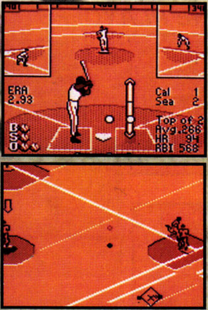
TRY TO BEAT THAT!

You'd better know your strike zone if you want to play in Quick mode, when every batter starts with two strikes.

PLAY OPTIONS TAKE IT DEEP

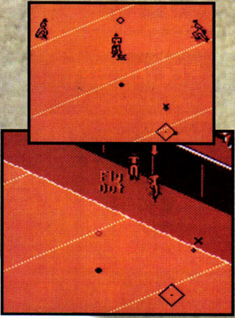
Big Hurt Baseball is sure to give even the most diehard fan a greater appreciation for the intricacies of the game. Before every pitch, you'll have to make a truckload of decisions about pitching and fielder positioning. When batting, you'll have to decide where to stand in the batter's box and whether to swing for the seats or just make contact. Base-running options include pick-off moves, taking a lead, stealing and rundowns.

WATCH THE RUNNER!



Wily pros know that you steal on the pitcher, not the catcher, so don't let a runner with larceny in his heart take a big lead. Keep him honest by frequently throwing to his base.

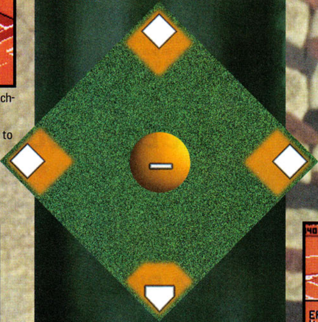
GRAB THAT BALL



In Auto-Fielding Mode, the computer guides the player to the ball, but it's still up to you to throw to the right base. In Manual Mode, you can leap and dive for balls.

DEFENSE

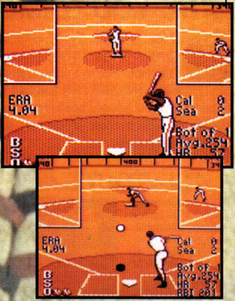
Back up your pitcher with flashy glovework. Carefully track the ball on the fielding radar, then leap or jump for tough-to-get balls. When a runner is already on base, you'll have to decide quickly where to throw the ball. Even before the ball is pitched, you can limit possible damage by keeping runners honest with your pick-off throw. Things get even tougher if you decide to switch from the default Pro difficulty level to All-Stars!



OFFENSE

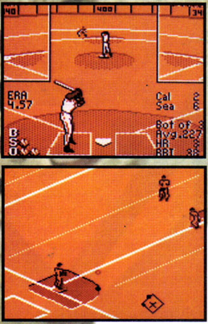
Think of Big Hurt Baseball as a handheld coach on the inner game of baseball. If the infielders move in to double-play depth, try to push a grounder into the hole between first and second. When facing a pitcher with lousy stuff, give your sluggers the green light to swing for the fences. Your toughest job, though, may be learning to lay off balls. Big Hurt Baseball always tells you the number of balls, strikes and outs, indicated by B, S and O.

SWING BATTER!



The batter's box is big, so use every square inch of it. Try moving your batter up to better hit a sinker-ball specialist or away from the plate when you're facing nasty breaking stuff.

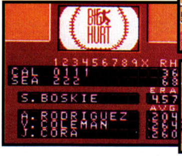
BASE BURGLARY



Leave the other guys in the dust by dashing into scoring position. Press the A and B Buttons and the Control Pad toward the base you're headed for, then press Start.

HORSEHIDE HIGHLIGHTS

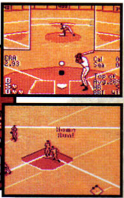
How many times have you complained about a player pulling a bonehead move that cost a game? Well, it's time to step in the batter's box and face the chin music. Don't jump into the playoffs or else you'll have your batting helmet handed to you on home plate. Instead, get in some raps in batting practice, then try an exhibition game. Thanks to all the stats in Big Hurt Baseball, it won't be tough to choose a weak team as your first opponent. Don't worry if you lose your first few games. Even the Big Hurt himself didn't become an MVP overnight!



	1	2	3	4	5	6	7	8	9	X	R	H
CAL	0	1	1	1							3	6
SEA	2	2	2								6	8

	ERA
S. BOSKIE	4.57

	AVG
A. RODRIGUEZ	.204
V. COLEMAN	.264
J. CORA	.260

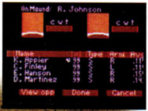


ARE YOU GAME?

Start off by playing exhibition games or an All-Star matchup, then move on to a full season and the playoffs. Big Hurt Baseball has no provision for injuries, but it does downgrade the effectiveness of pitchers who haven't had enough rest.

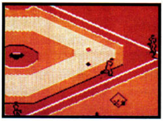
ALL-STAR GAME

Play the midsummer classic in midwinter. Or, pit the National League's best against themselves or the AL vs. the AL!


OnMound: R. Johnson

Name	%	Type	Arm	Avg
K. Appier	99	S	R	.11
C. Finley	99	S	L	.11
E. Hanson	99	S	R	.15
D. Martinez	99	S	R	.14

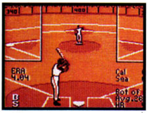
SEASON



The season can last 13, 39, 52, 144 or 162 games. Between games, you can check the schedule and league standings. Big Hurt Baseball uses the new divisional format.

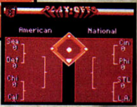
EXHIBITION

You'll get creamed in the regular season unless you've practiced in exhibition games. Go to Horsehide U. by picking any two teams.



THE PLAYOFFS

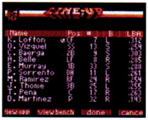
If you haven't played a season, you get to pick one team. The system selects the other seven teams and the matchups.



MANAGE FOR SUCCESS

Shrewdly using your bench and bullpen often can make the difference between winning and losing. Send in a pinch-hitter in a clutch situation, but be careful that you don't weaken your defense. Relieve your starter if he falters, but don't bring in your closer too early. Bring in your outfield for slap hitters, then move it back when a slugger comes to the plate. Fortunately, Big Hurt Baseball has a battery backup to save the game when you're interrupted.

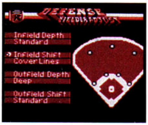
IN A PINCH



Name	Pos	#	B	LBA
K. Lofton	CF	7	L	.312
O. Vizquel	SS	13	S	.254
C. Baerga	2B	9	S	.303
A. Belle	LF	8	R	.285
E. Murray	1B	33	S	.288
P. Sorrento	DH	11	L	.261
M. Ramirez	RF	24	R	.254
J. Thome	3B	25	L	.255
T. Pena	C	17	R	.263
D. Martinez	P	32	R	.143

Your starting lineup isn't etched in stone. You can always holler for hitting help from your bench brigade.

POSITION YOUR FIELDERS

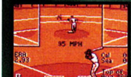


Infield Depth: Standard
Infield Shift: Cover Lines
Outfield Depth: Deep
Outfield Shift: Standard

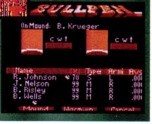
Big Hurt offers 180 possible defensive setups. You can put on a shift, move fielders in or out, and cover the lines in late innings.

RELIEF SPELL

Keep track of your pitcher's velocity. When he starts tiring, tell a reliever to warm up in the bullpen. A tired pitcher has an efficiency rating below 99 percent. You'll want to make sure your aces get adequate rest between appearances.



C indicates a cold pitcher. Keep him in the bullpen until he registers W, or warm. T indicates tired.

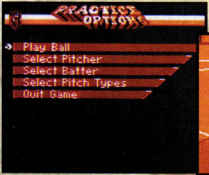


On Mound: B. Krueger

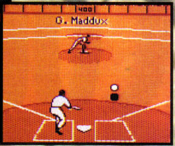
Name	%	Type	Arm	Avg
R. Johnson	70	S	L	.001
J. Nelson	99	M	R	.001
B. Risley	99	M	R	.001
B. Wells	99	M	R	.001

IT'S SWING TIME

Beginners may find Big Hurt's batting especially challenging. If you don't want the moundsmen to burn a hole in your bat, limber up your lumber by taking batting practice. You can select any pitcher or hitter. You can also choose which kind of pitch you want to get, but you can't choose its location or velocity. Hey, the Big Hurt doesn't want to make it too easy for you!



THINK DINK

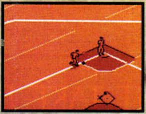


Don't forget to practice your bunting. You can squeeze a runner across the plate by dragging a bunt down the first base line.

GO, MAN, GO!

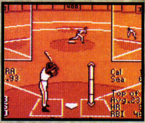
Heads up! Brainy baserunning is often the difference between winning and taking the collar in Big Hurt Baseball. Hitters automatically dash to first, while runners on the sacks will advance only if forced by runners behind them. After that, it's all up to you! You'll have to select each runner manually and the base where you want them to go. It sounds complicated, but once you get the knack you'll find it's quite easy.

RUNDOWN!



If you're hung out to dry between bases, try dashing back and forth between the approaching infielders.

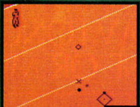
LEADING OFF

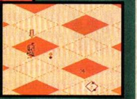


Get a good jump by pressing the A and B Buttons and the Control Pad toward the base you're on. Watch out for the pick-off throw, though.

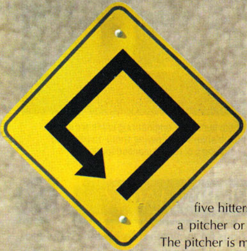
READ YOUR RADAR

While the screen tracks a ball in play, a small diamond indicates where the runners are. You'll have to react quickly to force a runner out or try for an extra base.



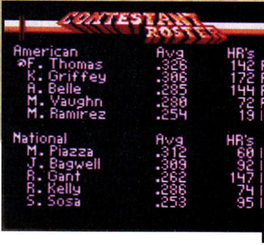


In Auto-Play mode, an arrow indicates the fielder controlled by the system. In Manual Mode, the active fielder has an X.



HOME RUN DERBY

Clear the field. The biggest sluggers in the big show are swaggering to the plate! You can pick squads of five hitters from each league, but you can't pick a pitcher or control pitch selection. Don't worry. The pitcher is most obliging, serving up fat, juicy ones right over the heart of the plate.

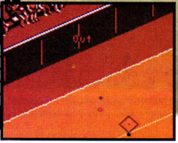


CONTESTANT ROSTER

American	Avg	HR's
F. Thomas	.326	142 P1
K. Griffey	.306	172 P1
A. Belle	.285	144 P1
M. Vaughn	.280	72 P1
M. Ramirez	.254	19
National	**Avg**	**HR's**
M. Piazza	.312	60
J. Bagwell	.309	92
R. Gant	.262	147
R. Kelly	.286	74
S. Sosa	.253	95

UPPERCUT

Push Up on the Control Pad while swinging. You don't have to be a rocket scientist to figure out it's the only way to reach escape velocity.



WE HAVE IGNITION

As long as you keep hitting them out, you can stay at the plate forever. However, make ten swings that don't produce a round tripper and you're outta there. It doesn't matter if you whiff or hit a bullet off the top of the wall. They're all considered outs.

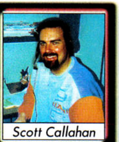
Switch to CPU mode, then sit back and watch the game's top sluggers pelt the pill out of the park.

COUNSELORS' CORNER

Super NES

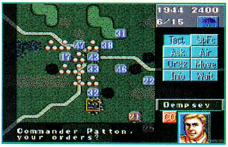
OPERATION EUROPE

HOW LONG DOES IT TAKE TO MINE OR MINESWEEP AN AREA?



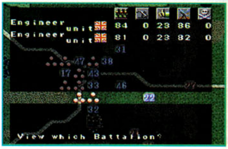
Scott Callahan

While it does take a considerable amount of time to set up or sweep a minefield, there are several factors that contribute to the length of time your engineer units spend on a mission. Unit morale and fatigue levels, as well as the Leadership and Experience Levels of the Division Commander, have a direct impact on the time it takes the unit to get the job done. It also takes longer if the enemy is nearby.



Commander Patton,
your orders?

It's important to fortify strategic defense points with mines, but depending on the unit,this process can take up to three turns.



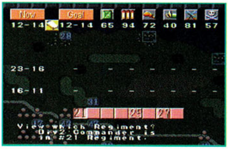
Engineer unit	84	0	23	86	0
Engineer unit	81	0	23	82	0

View which Battalion?

Make sure your engineering units are in top notch shape by allowing them to rest and assigning a strong, talented leader.

WHY DOESN'T THE ENEMY TAKE MORE DAMAGE?

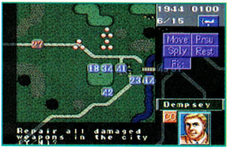
There are various aspects to consider when taking on a tough enemy. Review your enemy's statistics and compare your fire power. Are the units evenly matched? Will your infantry get torn up beneath the treads of advancing armor? Check your weapons prior to combat. Damaged weapons are easier to destroy. Examine the statistics of your leaders. Weaker generals are notorious for tactical errors on the battlefield. Also, check the historical slant of the scenario you're playing. Axis troops are stronger in the early games and grow weaker as the war progresses to 1945.



Now	Goal						
12-14	12-14	65	94	72	40	81	57
23-16	-	-	-	-	-	-	-
16-11	-	-	-	-	-	-	-

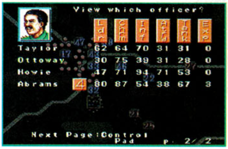
View which Regiment?
Div2 Commander is
in #21 Regiment.

Are you tough enough? Check out the latest intelligence reports on the target units.



Repair all damaged
weapons in the city
(Y/N)?

Weapons require maintenance after combat. Use your supply units to fix your armaments.



View which officer?

	Ldr	Cmm	Inf	Atrl	Tank	Exp
Taylor	62	64	70	31	31	0
Ottoway	30	75	39	31	28	0
Howie	47	71	94	71	53	0
Abrams	80	87	54	38	67	3

Next Page:Control
Pad p. 2/2

You'll pay dearly for leaders who can't make winning decisions in the heat of a battle.

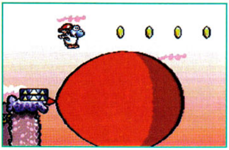
Super NES

YOSHI'S ISLAND

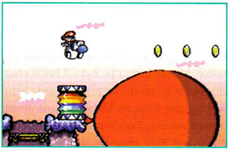
Chris Cameron

HOW DO I USE THE DEFLATING RED BALLOONS?

The red balloons in Stages 4-3 and 4-7 are a handy means of temporarily getting high above your troubles on Yoshi's Island. Jump repeatedly on the accordion-shaped air pump in order to inflate the balloon. Many players forget to fill up all the way before they sputter off into the sky, and end up deflating shortly after take-off. Stomping on the air pump inflates the red balloon twice as fast. Bon voyage!



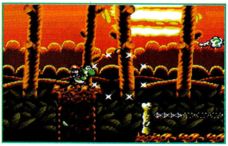
Inflate your balloon completely with the air pump. This allows you to stay aloft longer and collect all the red and yellow coins in the sky.



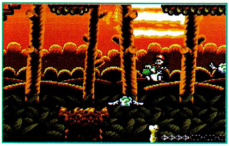
You can inflate the balloon twice as fast if you stomp repeatedly on the air pump. Unlike real

HOW DO I REACH THE MINI-BATTLE IN STAGE 6-1?

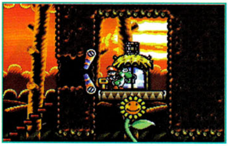
Finding the key to reach the Mini-Battle in Stage 6-1 is a no brainer, but the tough part is getting up to the locked door. Directly below the door is a winged cloud containing a seed, but whenever you hit it, it falls off the screen. Stomp on the gnarled stump before you activate the red platform. If the stump is removed, the platform grows across the pit, giving the seed something to grow on. Climb up the fast-growing plant and open the door to the Mini Battle!



What's up with this falling seed? Give it something to grow on and rise above your problems.



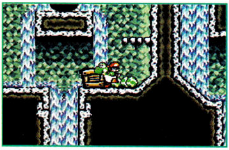
Pound down the stump to make the red platform extend across the hole in the ground.



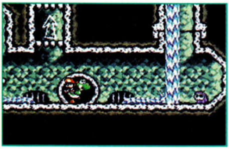
If you did everything right, a plant grows skyward to the door and the Mini-Battle room.

WHERE IS THE GOAL RING IN EXTRA STAGE 4?

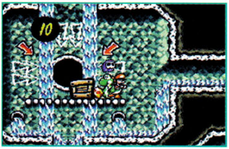
Extra Stage 4 is named "The Impossible? Maze,"but it doesn't take much more than a dinosaur brain and some patience to get through the level. Don't stomp on the crates. The key to getting out of the maze is to use the crates as a series of stepping stones to reach the higher drainage openings. These openings lead to another crate and a new passage. Push each crate along the waterways until you find another hole. If you enter and exit the right pipes, another crate will be waiting for you. Use the next crate on a new opening and don't let the Grim Leecher jump on your back.



Push these crates along with the current, not against it. Use the boxes to reach high places.



It's a matter of standing on the next three crates once you climb up into this pipe portal.



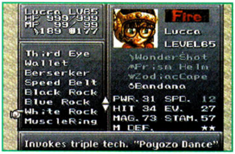
It's Grim Leecher! Don't let this monkey get on Yoshi's back. Jump and stomp until he falls off.

CHRONO TRIGGER

HOW DO I CAST THE POYOZO DANCE?

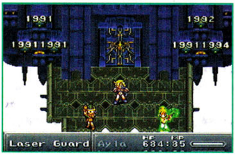
Rich Lind

The Poyozo Dance spell is one of the most powerful triple attack techniques in Chrono Trigger. The White Stone must be equipped on either Marle, Lucca or Ayla. Check your character's tech levels before you attempt the Poyozo Dance. Marle must know Provoke, Lucca must have Hypno Wave and Ayla must be able to execute the Tail Spin attack.



```
Lucca LV65          Fire
HP 999/999          Lucca
MP  99/ 99          LEVEL65
 189 177
Third Eye            WonderShot
Wallet               Prism Helm
Berserker            ZodiacCape
Speed Belt           Bandana
Black Rock
Blue Rock          PWR.31  SPD.  12
White Rock         HIT 34  EV.   27
MuscleRing         MAG.73  STAM.57
                   M DEF.        ★★
Invokes triple tech. "Poyozo Dance"
```

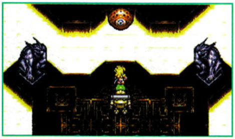
To execute the Poyozo Dance, Marle, Lucca or Ayla must have the White Stone equipped.



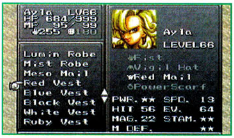
The Poyozo Dance grows stronger as your characters gain experience and increase their levels.

HOW DO I DEFEAT SON OF SUN?

Many Chrono Trigger players are burned when they meet Son of Sun. This fiery fiend has over 2,000 hit points and is immune to all spells. You can counter Son's attacks by equipping the Red or Ruby Armor and casting Haste on your party members. The smaller flames rotating around Son are the only chinks in his hot armor. Keep hitting the small flames until you find Son's weak spot. Occasionally Son reshuffles the smaller flames, so you'll have to keep searching until you find his weak spot again. Keep your party healthy by casting Cure 2 and Life Spells.

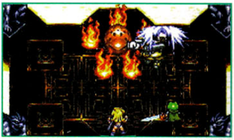


One big, burning Chrono question is how to douse Son of Sun, a fiery foe in the Sun Palace.



```
Ayla  LV66
HP 684/999          Ayla
MP  95/ 99          LEVEL66
 255 180
Lumin Robe           Fist
Mist Robe            Vigil Hat
Meso Mail            Red Mail
Red Vest             PowerScarf
Blue Vest
Black Vest         PWR.★★  SPD.  13
White Vest         HIT 56  EV.   64
Ruby Vest          MAG.22  STAM.★★
                   M DEF.        ★★
```

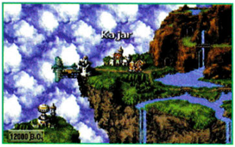
Get some Son of Sun protection by equipping the Red Mail, Red Vest or the Ruby Armor



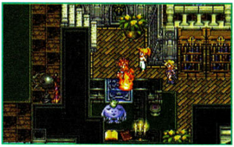
The trick to beating Son of Sun is to locate and strike the small flame that is his weak spot.

WHERE IS THE BLACK ROCK?

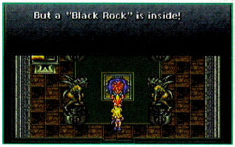
The Black Rock is hidden in Kajar, the second town you find on the floating continent in 12,000 B.C. Many players miss the rock because Kajar disappears once the Ocean Palace is destroyed. Inside the town of Kajar are a trio of elemental magic books. You can open a secret door if you open the books in the following order: Water, Wind and Fire. The Water Magic Book is in the upper left corner of Kajar, the Wind is in the lower right corner and the Fire is on a table in the middle of town. When you walk through the secret door you find a fuzzy creature that turns into the Black Rock. The Black Rock allows Marle, Lucca and Magus to evoke the Dark Eternal triple technique attack.



The Black Rock is in Kajar in 12,000 B.C. Kajar disappears when the Ocean Palace is destroyed.



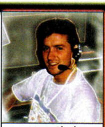
A secret door appears if you open the books in the following order: Water, Wind and Fire.



But a "Black Rock" is inside!

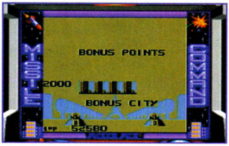
Once equipped, the Black Rock delivers the powerful Dark Eternal triple attack technique.

ASTEROIDS/ MISSILE COMMAND

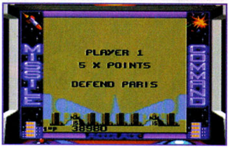

Matt Clark

WHEN DO I GET A BONUS CITY?

You receive a Bonus City district each time you accumulate 10,000 points in Missile Command. Even if you are wiped out during an attack wave, you still win a Bonus City and move on to the next stage whenever your score clears a 10,000 point increment. Set a point goal before you begin each stage and go for it. The game never ends as long as you have a city left to defend.



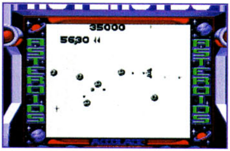
Score 10,000 points per stage and you'll stay in command forever. Take the hits when you make the score. You're automatically in the next stage.



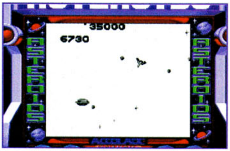
Advanced stages multiply your score, making it easier to score 10,000 points per attack stage, but harder to defend all the cities on the screen.

WHAT ARE SOME GOOD TIPS FOR ASTEROIDS?

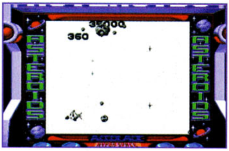
The key to surviving in the asteroid field is recognizing and prioritizing your targets. If you can wipe out the most dangerous elements on the screen first, your chances of survival increase dramatically. Shoot away the asteroids closest to your ship, then fire on the fastest moving targets. Take on the flying saucers as a last priority. While learning to maneuver your ship, keep your speed to a minimum. It's no fun careening backwards into a rock. Use the hyperspace drive as a last resort. While hyperspace gets you temporarily out of danger, it usually warps you back into trouble.



Make space in space! Prioritize targets and take out the closest and fastest asteroids first.



Saucers are designed to divert attention from the asteroids. Don't be suckered by the saucers.



Learning to maneuver in space increases your survival chances. Don't rely on hyperspace.

Q & A FAST FACTS

Write To:
Counselors' Corner
P.O. Box 97033
Redmond, WA 98073-9733

MORTAL KOMBAT 3

Q: Can I play as Shao Kahn?
A: No. Sorry. Nobody on earth is that evil.

Q: Is the Graveyard stage in the game?
A: Nope. But if you finish enough fighters you can turn every stage into a graveyard. In case you're still confused, that's just a figure of speech. No tombstones here.

BATMAN FOREVER

Q: How can I use the Grappling Hook to climb up floors?
A: Press Select and the direction you want on the Control Pad. To release the hook, press Up on the Control Pad.

Q: Which stages contain the Gadget Blueprints?
A: Stage 2, Stage 3, and Stage 4.

CENTIPEDE/MILLIPEDE

Q: When do I get extra lives?
A: Once every 12,000 points in Centipede, and once every 10,000 points in Millipede.

Q: Can I play 2-Player mode in Centipede?
A: Yes, but not if you're using the Super Game Boy. You need two linked Game Boys and two Centipede/Millipede games.

ARENA

WELCOME TO THE BATTLE ZONE!

Have you ever wondered where the best gamers come from? If you said your house, be ready to prove it. The 1996 Arena rolls out the Battle Zone, your chance to contend with the best gamers in North America. Every month, we'll designate an Arena challenge as a Battle Zone Challenge. The object is to compete and make sure that your region is recognized in as many Battle Zone challenges as possible. In each issue we'll post not only the best scores, but where they are coming from. Zombies Ate My Neighbors was used as an example this month. Check out the average of the high scores sent in from your region at the top of the next page.

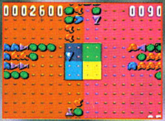
ARENA ON-LINE!

Arena players will soon see the Power Players with the best scores and times in Nintendo Power Circuit on America Online. When you make it into Arena, in addition to seeing your name in the pages of Nintendo Power Magazine, your outstanding accomplishment will appear on America Online, where thousands of gamers can see who's the best of the best. America Online subscribers can check out the Nintendo Power Circuit by entering the keyword "NOA."

CHALLENGE #1

ZOOP

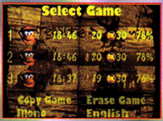
We're looking for the top Zoop scores from all the top players on both the Super NES and the Game Boy. Play it loud and score proud. For the highest score, nail five shapes of the same color with every shot. The top ten Zoop masters for both systems will be immortalized in the pages of Nintendo Power and, if immortality weren't enough, pick up four Super Power Stamps.



82

DKC 2

You knew this Battle Zone challenge was coming. We want your lowest time and highest percentage in Donkey Kong Country 2: Diddy's Kong Quest. Rumors persist that players can rack up 102%, but how fast can they do it? It's time to set the record and go for fame and glory. The ten best times with the highest percentages win four Super Power Stamps. Cranky Kongs need not apply.



CHALLENGE #2

YOSHI'S ISLAND

In the Volume 79 Arena, players were challenged to nail 100% in all the areas in World 3. Obviously this was too easy for some of you egg tossers since we were buried in photographs within a week. Okay...FINE. Let's see how long it takes you to get 100% all the areas in World 5! The first twenty World 5 finishers with 100% in all of the areas collect four Super Power Stamps.

100
100
100
100
100
100
100
100
100

ENTER THE ARENA

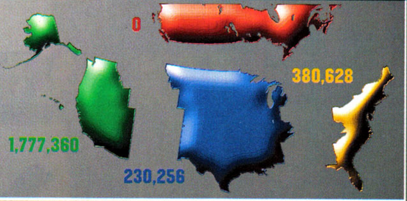
Be sure to include your name, address and Member Number on the back of your photo when you send in your entry for one of our Challenges. All entries to the Challenges printed in this issue must be received no later than February 15, 1996, to qualify for the Power Stamp prizes. The players who best complete a Challenge receive four Super Power Stamps for use towards the purchase of Super Power Supplies. Nintendo Power Staff determines the selection of printed scores. Address your entries to:

POWER PLAYERS' ARENA
P.O. BOX 97033
REDMOND, WA 98073-9733

Before you can enter one of the challenges, capture your score on film. If you are taking a photo of a Super NES, first move your system near your television so you can get a photo of both the system and high score at the same time. Dim the lights in the room, then take a few photos without a flash. When you are taking a photo of a Game Boy, place it on a flat surface and take the photo using natural light (NO FLASH!). Using a game enhancement device results in disqualification.

BATTLE ZONE

The West Coast had the highest average top score this month for Zombies Ate My Neighbors, with a jolting 1,777,360 average! Chris Tang, from Sunnyvale, California, turned in a whopping score of 9,059,830 on the last day before the deadline to secure the West's domination of this month's Battle Zone. The East Coast remained a distant second, followed by the Central states. What's up with Canada? Did the zombies get all the players in the Great White North?


0
380,628
1,777,360
230,256

AEROBIZ

Dale Small	Alba, MO	$75,931,240

Susp
Close
Model
Planes
Flts
Fare
Before
Tokyo
Osaka
Sales
Load
Fare
Flts

STUNT RACE FX

Tony Bower	London, ON	6:59:17

00
40
SPEED
DAMAGE
STARS

ZOMBIES ATE MY NEIGHBORS

Chris Tang	Sunnyvale, CA	9,059,830
J. Donoghue/Will Tucker	Panama City, FL	1,111,110
Nick Sendelbach	Tempe, AZ	694,434
Jason Ravera	Baltimore, MD	606,160
Luke Rogers	Portland, OR	519,134
Casey Foster	Bothell, WA	270,635
Drew Hibbard	Quincy, IL	255,984
Eric Ridgeway	Oak Forest, IL	246,134
Eric Stuecheli	Overland Park, KS	229,295
Nick DeNova	Paterson, NJ	203,835
Tim Buisker	Freeport, IL	189,610
Brett Greenfield	Wheaton, MD	141,490
Roy Miller	Littlerock, CA	120,125
David Abramowitz	New York, NY	110,655
Brian Seide	Briarcliff Manor, NY	110,520

Nintendo® NOW PLAYING

Your Power Guide To The Latest Releases

JANUARY 1996

BREATH OF FIRE II

Super NES

SAVE

Company ....Capcom
Release Date ......December 1995
Memory Size ......24 Megabits

Dragons and heroes collide in one of the biggest fantasy RPG sequels ever.

Todd 55 8
Bow 33 16
Atc.
Guts
Spl.
Item
7
7

Breath of Fire II combines all the ingredients for an epic, RPG brew. Players explore new lands, battle evil creatures, help innocent bystanders, equip themselves with exotic weapons and armor and solve riddles. It's all in a day's work for a fantasy hero. In B.O.F. II, you play the role of an orphan who sets out to find his past and his destiny. Small quests lead to bigger missions with parties that include up to four characters. In all, the hero journeys with eight characters including: Bow, his half-canine best friend, the winged princess of Windia, a cat woman and a frog warrior. An excellent battle system should make B.O.F. II easy for veteran campaigners and RPG newbies alike. One unique aspect of the game involves Township, a village that you actually create by bringing people you meet from around the world to live there. In Township, you may build shops and items that won't be found elsewhere and characters who perform marvelous magic such as combining attributes of your party members. RPG fans won't want to miss our introduction to B.O.F. II in this month's Epic Center.

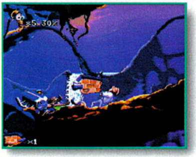
- + Good battle animations. Excellent battle mechanics. Innovations such as Township.
- − Poor English translation.

EARTHWORM JIM 2

Super NES

Company ....Playmates
Release Date ....December 1995
Memory Size ....24 Megabits

The toughest worm in the universe has lost his true love and it's up to you to win her back.



Playmates' Earthworm Jim 2 picks up where last year's game left off with unabridged wackiness and creative game play that will leave players rolling on the floor. The worm who transformed himself into a superhero

ICON KEY							
1-PLAYER MODE	MULTI-PLAYER ALTERNATING	MULTI-PLAYER SIMULTANEOUS	PASS WORD PASS-WORD	SAVE BATTERY-BACKED MEMORY	GAME LINK	SUPER GAME BOY PALETTE 40 SUPER GAME BOY	FX SUPER SUPER FX

simply by crawling into a space suit must track down Princess What's-Her-Name who has been snatched away by Jim's nemesis, Psy-crow. Rich graphics with slap stick animation give Jim 2 a classy look, and the play control has been improved from last year's Jim. With gross toys, splattering puppies, Granny-riding and more in the ten types of stages, Jim 2 walks a fine line between idiocy and insult, but it's always entertaining. So throw out your fishing hooks and join up with Jim in our in-depth review this month.

+ Off-beat humor. Excellent graphics and sound. Lots of variety. Improved play control from the original.

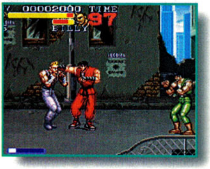
− A little uneven. Some stages are very simple and others are very tough. The humor may not be for everyone.

FINAL FIGHT 3

Company.............**Capcom**
Release Date.......**December 1995**
Memory Size.......**24 Megabits**

The original side-scrolling street-fighting game returns.

The Gearheads may be gone, but the mean streets of Metro City never looked so dark. The Final Fight series from Capcom returns to the Super NES with two new characters and a special automatic play mode in which you can clean up the streets with a computer-controlled partner. The format of the game hasn't changed from previous Final Fights. You still punch, kick and use super moves to defeat street thugs, but the graphics have taken a step up, especially in some of the backgrounds, check out the Chinatown stage. As for the game play, two new characters with new moves add to the fun and variety. For a lesson in street fighting, turn to this month's Power review.



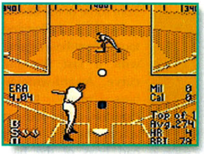
+ Good graphics. New characters. Lots of Continues.

− AI is simple, and the challenge isn't what it could be.

FRANK THOMAS BIG HURT BASEBALL

Company.............**Acclaim**
Release Date.......**December 1995**
Memory Size.......**4 Megabits**

Welcome to the small show. Major League baseball goes on the road and in your pocket with Frank Thomas Big Hurt Baseball.



The Game Boy version of Frank Thomas Big Hurt Baseball doesn't do anything incredible, but once you pick it up, it will be hard to set it down again. The game contains virtually all of the options found in the Super NES Big Hurt game—everything except flashy graphics. It also contains one of the best pitching engines for any video game, full season-end rosters, plenty of defensive options and, most important, a real feel for the game of baseball. From the graphics on the diamond vision screen to the animation of batters waiting on deck, this little game does the Big Leagues proud. Don't miss our Game Boy review on Frank Thomas Big Hurt Baseball.

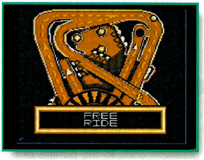
+ Excellent pitching control. One of the best sports titles for Game Boy.

− No Super Game Boy enhancements.

THE GETAWAY

Company.............**Williams Entertainment**
Release Date.......**December 1995**
Memory Size.......**2 Megabits**

What happens when you combine high speeds with pinball? The Getaway from Williams.



The Getaway looks like a pretty normal pinball simulation when you first plug it into your Game Boy, but this Pak packs a few surprises. The biggest surprise is the video mode. Suddenly, you'll find yourself out on the highway, steering a speeding car through traffic. As long as you avoid crashing, you can wrack up the points. It's not hard to earn specials, either, such as multiple balls, extra balls, and bonus scoring opportunities. If you want to make a clean getaway, be sure to turn to this month's Take 2.

+ Interesting variety. High scores. Fast action.

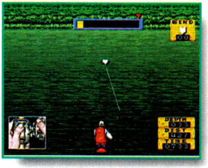
− No Super Game Boy enhancements. No saved high scores.

JIMMY HOUSTON'S BASS TOURNAMENT USA

Company.............**American Sammy**
Release Date.......**December 1995**
Memory Size.......**12 Megabits**

The bass fishing craze on Lake Nintendo continues with this Super NES angler from American Sammy.

Yes, we've seen all sorts of bass games, fat ones, skinny ones, ones that play like rocks. But the latest basser mixes features



from some of the best to arrive at a challenging tournament-based game with a fast learning curve. Award-winning bass man, Jimmy Houston, takes you out where the big mouth bad boys of the bass world hunker down in the reeds. You'll visit real bass havens such as Lake Santee Cooper in South Carolina, Lake Seminole in Georgia, and New Hampshire's Lake Winnipesaukee, which is as much fun to pronounce as it is to fish. Unlike many of the recent fishing games, Jimmy Houston's Tournament doesn't have a bass-cam for spying on the fish. Even though the view remains above water, the action below the waves is intense. Fighting the fish requires patience and some skill in Jimmy Houston's Tournament. The player must keep the tension below a peak limit, but you can extend that limit by loosening the drag. Tournaments begin with an easy one-day affair and progressively become harder. Your tackle box contains plenty of lures for almost any condition.

+ Easy-to-learn, but tough to master. Fairly realistic play.

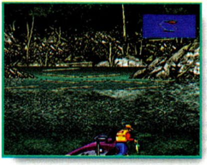
– Poor screen text.

MARK DAVIS' THE FISHING MASTER

Company ....**Natsume**
Release Date ....**December 1995**
Memory Size.......**16 Megabits**

More fun with bass fishing and world class angler, Mark Davis.

Natsume adds to the parade of bass tournament games with this simplified offering for beginners. The process of catching a lunker won't seem so tedious (or realistic) once you've gone fishing with Mark Davis. Maybe he just has a way with fish or maybe it's the programming, but catching bass in The Fishing Master is like picking fruit off a tree. The Fishing Master simplifies the process in several ways. First off, you're limited to just a few areas where you can fish, and you always end up facing the bank from about twenty yards away. Second, once the lure is in the water, the fish will bite if there are fish anywhere in the area. One button sets the hook and you reel in your catch. To add to the tension and excitement, approximately one out of four fish wriggle off the line. The split screen shows both the angler and the lure until the fish is hooked, then it switches back to the above-water-view. Before heading out onto the lake, you can stock up at the bait shop with the latest in tempting bass chow.



+ Nice and simple. You don't have to wait hours for a strike.

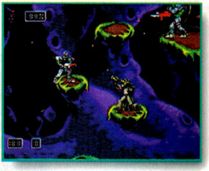
– So simple it's mindless. Anglers will find very little of challenge or interest. Weak graphics. Annoying sound.

MUTANT CHRONICLES

Company ....**Playmates**
Release Date ....**November 1995**
Memory Size.......**16 Megabits**

The Doom Troopers step out of the collectible card game and into a desperate struggle against the Dark Legion and Algeroth on your Super NES.

Planet hopping throughout the solar system, Mitch Hunter and Max Steiner, the Doom Troopers, stand alone against the alien menace threatening to destroy humanity. In Mutant Chronicles, Playmates has put together another winner, especially if you love lots of action along the lines of the Contra series. In Mutant Chronicles, one or two players charge through heavily defended stages toward the level-end guardian, hoping to have an ounce of life left at the end. Good luck. The action is brutal, both graphically and in the onslaught of the Dark Legion soldiers. The Wimp mode gives impatient players an easier option and the passwords reward players for sticking it out. Your survival course begins with an automatic rifle and limited rounds of ammo. It's supplemented by a powerful missile launcher with even fewer rounds. Power-ups of all kinds can be found along the pathways of the four planets and secret bonus areas hold treasures of ammo, power-ups, and 1-ups. We introduced you to this game last month, but this month's full review shows you the way with full maps and guardian strategies.



+ Excellent layout, play control and challenge. Good graphics. Lots of fun. Two-player cooperative mode.

– Gore galore with lots of loose heads, limbs and geysers of blood. (Although the game is tough, you want more of it.)

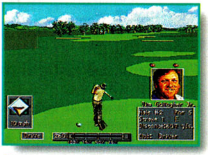
ICON KEY

- 1-PLAYER MODE
- MULTI-PLAYER ALTERNATING
- MULTI-PLAYER SIMULTANEOUS
- PASS-WORD
- BATTERY-BACKED MEMORY
- GAME LINK
- SUPER GAME BOY
- SUPER FX

PGA TOUR '96

Company ....Black Pearl
Release Date ....December 1995
Memory Size ....16 Megabits

Challenge some of the finest golf courses in the country and the top golfers on the PGA tour.



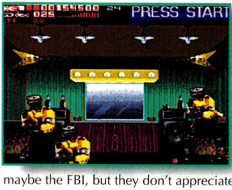
PGA Tour '96 covers a lot of ground including five golf courses and a host of options such as tournament, practice, match and skins play. You also have a shoot-out option and a driving range and putting green for honing your game. The tournament courses include Avenel, Las Calinas, River Highlands, Sawgrass, Scottsdale, Southwind, Summerlin and The Woodlands. The swing meter control is the same as in the original game from EA Sports. It works well on the fairway, but not so well on the greens. The new SA-1 chip was used for accurate tracking and scaling of the ball, but the graphics don't show a marked improvement over non-enhanced Super NES games. You can join the gallery this month when Sports Scene plays a round with PGA Tour '96.

- Lots of course variety. Good play options. Many of the pros are in the game.
- Poor putting control and perspective on the greens. Slow access times. The wind exerts too much force on the ball and changes direction wildly. Slow tournament play.

REVOLUTION X

Company ....Acclaim
Release Date ....December 1995
Memory Size ....16 Megabits

Do you wanna rock and roll? Do you wanna rumble? Acclaim plays it very loud with Rev X.



Aerosmith rocks on, even though they've been kidnaped right off the stage. But the show must go on, and who better to track them down through a hailstorm of lead than you? Well, maybe the FBI, but they don't appreciate rockers the way that you do. So, taking the law into your own hands, you grab the nearest weapon and start blowing away everyone who looks like a fascist, anti-rock pig. This is the ultimate game for going postal. You shoot and then shoot some more. You also throw CDs and get items and power-ups. The biggest innovation in Revolution X, however, is not in the music or the amount of blood splashing from the hundreds of dispatched thugs. The big innovation comes from how the game scrolls automatically, pulling you along as if you're on a theme park ride. Granted, you're shooting the whole time, but sometimes you're moving forward and other times you're moving sideways. At the end of the stage, you don't move at all until you blow away some impossible guardian. This month, Nintendo Power gives you all the ammunition you'll need to rack up monster scores in Revolution X.

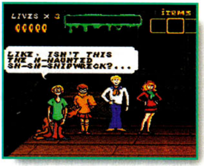
- Good graphics and music. True to the arcade, especially if you play it cranked.
- The riffs are repeated too often. Endless shooting without enough variety.

SCOOBY DOO MYSTERY

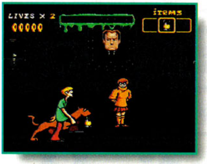
PASS WORD

Company ....Acclaim
Release Date ....December 1995
Memory Size ....16 Megabits

The Scooby Doo gang tackles its first mysteries on the Super NES.



Shaggy and Scooby Doo quiver and quake through a series of spooky mysteries with their friends Velma, Daphne and Freddy. If they're brave enough, players solve mysteries by finding vital clues scattered throughout the stage and returning them to Velma. When the heebie-jeebies strike, find Daphne and gulp down one of her spook-proof Scooby snacks for some instant courage. Unlike most games, Scooby and Shaggy don't lose energy or health when struck by an enemy, they just lose courage on the Frightometer. In addition to finding clues, your bumbling heroes must gather up all the pieces that will be used in Freddy's villain traps. You may also have to hunt down your friends when they are kidnaped by baddies. Although Scooby is played as a side-scrolling game, the layout of the areas includes passages that lead into the background or foreground, giving the game an element of exploration. Scooby Doo fans, at least the younger ones, won't want to miss this month's Scooby review.



- Graphics really look like the cartoon. Some innovative game ideas. Passwords.
- Play control isn't sharp. Not very challenging. Definitely a game for younger players.

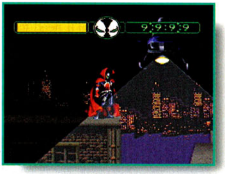
SPAWN

Super NES

PASS WORD

Company ....Acclaim
Release Date ....December 1995
Memory Size ....24 Megabits

Can one of the most popular comic book heroes of the nineties make the leap to video games? You call it.



Todd McFarlane's Spawn comes to electronic life in Acclaim's Super NES game. Spawn borrows from both tournament fighting and scrolling street-fighting genres by combining a scrolling fight style of play with light and heavy kicks and punches, plus special moves. Cinema scenes between the action stages present a comic book tale of crime and danger in the Big Apple. Spawn takes his special brand of crime fighting to the thugs with a great assortment of moves, including slides, spins, drill kicks and blocks.

+ Good graphics and lots of moves.

− In spite of all the moves, the game really doesn't offer anything new or challenging.

TETRIS BLAST

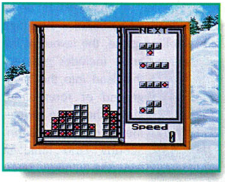
Game Boy

PASS WORD

Company ....Nintendo
Release Date ....January 1996
Memory Size ....4 Megabits

A puzzle blast that blows the top off of traditional Tetris.

Think of Tetris Blast as a variation of the world's best-selling puzzle game, Tetris. It's just as good as Tetris, but it has an extra spark. In fact, it packs quite a bang. The small bombs implanted within the tetrads fuse together when four of them are touching, becoming a giant bomb. When a line is filled, the bombs in that line blow. If you have a giant bomb, it will blow away tetrads on other lines, clearing more of your screen. The trick is to blow up huge chunks of your screen all at once.



+ Excellent play. Two-player option. Very fun and very addictive.

− No two-player Super Game Boy option.

WAR 2410

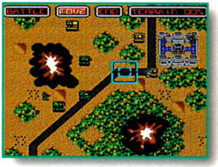
Super NES

PASS WORD

Company ....Advanced Productions
Release Date ....December 1995
Memory Size ....16 Megabits

Command futuristic weapons in 25th Century warfare.

Humanity is at war with an equally matched and determined empire of genetically perfect soldiers led by the Crome, Orcs and M.A.R.S. The genetically engineered troops stand poised to wipe out humanity, but there is hope, because you have been put in command of the human army. This strategy war game borrows heavily from hex-type games in which players move individual units around a map, looking for strategic advantages. In War 2410, players fight 20 battle scenarios in which each side has limited units. The road to victory lies in your ability to create mismatches between units and to bring your long-range guns into play effectively. As the game progresses, you'll be given new types of weapons with a variety of attributes. Terrain also plays a significant role. Each stage features a new map. Maps may contain cities, where your units can be repaired, mountains upon which your units may have a tactical advantage, deserts, forests, mine-fields, plains and so on. In some areas, you can build new units and later in the game, air units become available. War 2410 isn't for everyone, but if you like strategy games without having to worry about lots of details, War 2410 may be the perfect game for you.



+ Simple rules of engagement and interesting tactics.

− Simple graphics. Slow battle animations. Scenarios develop slowly.

ICON KEY

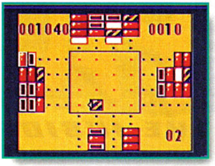
1-PLAYER MODE
MULTI-PLAYER ALTERNATING
MULTI-PLAYER SIMULTANEOUS
PASS-WORD
BATTERY-BACKED MEMORY
GAME LINK
SUPER GAME BOY
SUPER FX

ZOOP

Company ....Viacom New Media
Release Date ....November 1995
Memory Size ....512 Kilobits

Puzzle action comes at you from every side in Viacom's Zoop.

Zoop for Game Boy is essentially identical to the Super NES game except for the color and music. In Zoop, you control a colored shooter piece in the center of the play field. Surrounding you on four sides are multi-colored blocks that build stacks toward the center. You must shoot out the stacks using colored shots that match the blocks, but your shooter changes color if you hit a different colored block. Zoop sounds as confusing as it can be to play, because the action speeds up quickly and you have to react almost without thinking. This month's Take 2 Review has the full scoop on Zoop.



⊕ A very challenging puzzle game.

⊖ No learning curve between beginner and expert levels.

• •

TITLE	POWER METER RATINGS				EDITOR PICKS	IDSA RATING	GAME TYPE
	G	P	C	T			
🟢 BREATH OF FIRE II	3.8	3.3	4.1	4.1	★	K-A	RPG
🟢 EARTHWORM JIM 2	3.4	4.5	4.1	3.9	☆ ✩ ✪ ✭	K-A	ACTION
🟢 FINAL FIGHT 3	3.9	3.1	3.3	4.0		T	ACTION
🟣 FRANK THOMAS BIG HURT BASEBALL	2.9	3.4	3.1	3.1	☆ ✪	K-A	BASEBALL
🟣 THE GETAWAY	2.9	3.4	2.9	3.1		K-A	PINBALL
🟢 JIMMY HOUSTON'S BASS TOURNAMENT USA	3.0	3.0	3.9	3.5		K-A	FISHING
🟢 MARK DAVIS' THE FISHING MASTER	3.0	2.9	3.0	3.1		K-A	FISHING
🟢 MUTANT CHRONICLES	3.8	3.4	3.3	3.3	✪ ✭	T	ACTION
🟢 PGA TOUR '96	2.6	2.9	2.6	3.0		K-A	GOLF
🟢 REVOLUTION X	3.8	3.4	3.0	3.0		T	ARCADE
🟢 SCOOBY DOO MYSTERY	3.6	3.3	3.4	3.1	✳	K-A	ACTION
🟢 SPAWN	3.5	3.2	3.4	3.2		K-A	ACTION
🟣 TETRIS BLAST	3.0	3.3	3.6	3.0	☆ ✩ ✪ ★ ✳	K-A	PUZZLE
🟢 WAR 2410	3.0	3.0	3.5	3.5		K-A	STRATEGY
🟣 ZOOP	2.8	3.1	3.3	3.2		K-A	PUZZLE

POWER METER

The Power Meter ratings are derived from evaluations on a five point scale with five being the highest score possible for a category. The categories are: G=Graphics & Sound, P=Play Control, C=Challenge, T=Theme & Fun

SYSTEM KEY

🟢 ---SUPER NES
🟣 ---GAME BOY
🔴 ---VIRTUAL BOY

Editors

If you like the same types of games as one of our Power editors, then check for his or her seal of approval above.

✪ **Scott** Sports, Simulations, Adventures	✭ **Jon** Fighting, Simulations, RPGs
★ **Leslie** RPGs, Puzzles, Adventures	✳ **Dan** Action, Adventures, Puzzles
✩ **Jeff** Action, Sports, Fighting	☆ **Terry** RPGs, Simulations, Sports

IDSA Ratings

These Independant Digital Software Assoc. ratings reflect appropriate ages for players. The categories include:EC=Early Childhood, K-A=Kids to Adults, T=Teen (13+), M=Mature (17+), A=Adult (18+), NR=No Rating. To contact the IDSA regarding the rating system, call 1-800-771-3772.

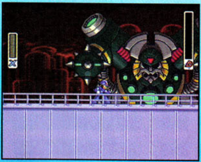
PAK WATCH

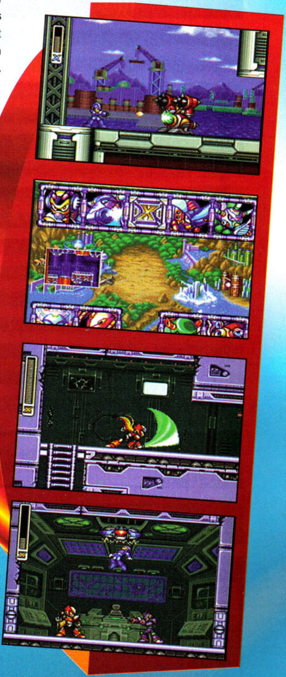
THE *INSIDE* SOURCE ON FUTURE GAMES

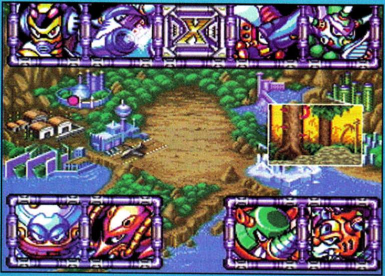
MEGA MAN X3

CAPCOM

Mega Man fans can start the party. Mega Man X3, once thought canceled by Capcom, will make its debut for the Super NES any day. In this round of robotic bedlam, X finds himself facing the Mavericks and Dr. Doppler's reploids once more, but the Blue Bomber gets a helping hand from Zero. The biggest innovation in years for a Mega Man game gives players the option to switch between the two heroic fighters. That may not seem like such a giant leap for Mega Man kind, but consider that this series spans a dozen games on Nintendo systems including Super NES, NES and Game Boy. The presence of Zero isn't the only thing to get excited about. Capcom bulked up this 16 megabit game with the use of its special C1 microchip just as it did with Mega Man X2 last year. The resulting graphics often go far beyond anything you've seen before in a Mega Man game. As always, the game play breaks down into blasting your way through one of eight stages, each ruled by a robotic guardian with a special attack and weapon. You can choose any of the eight stages to explore, but it helps to win certain weapons before tackling certain stages. The stages include construction sites, jungle, a futuristic city, a space port, a hydroelectric dam, a lab and a quarry. In a nice move on the part of Capcom, numerical passwords have replaced the symbols of older Mega Man games, so you can write them down easily. For action fans and Mega Man diehards, it doesn't get much better than this, even if you have seen it before.



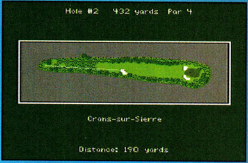


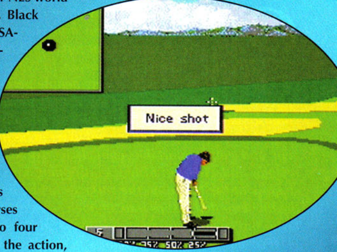


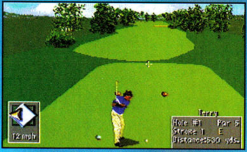
PGA EUROPEAN TOUR

BLACK PEARL

The four continental courses of PGA European Tour appeared for Game Boy last year in a terrific game from Black Pearl and EA Sports. Now, Valderrama, Wentworth, Forest of Arden, Crans-sur-Sierre, and Le Golf National take their places on the Super NES world stage. As in PGA Tour '96, Black Pearl makes use of the new SA-1 chip to create realistic golfing action and graphics. The putting may be difficult to master, but let's face it, you don't master real golf in a day, either. PGA European Tour differs slightly from PGA Tour '96 in that it includes just the four courses listed above. Up to four duffers can join in the action, taking turns at the controller as they challenge the best links on the continent.With less graphics information to store, the game uses eight megabits rather than 16, which should result in the Game Pak costing a few dollars less. Look for it in the stores this month or in February.





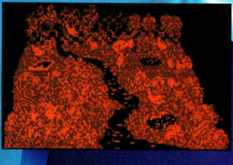


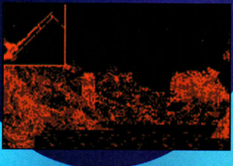
Watch out for gophers, or is it golfers?

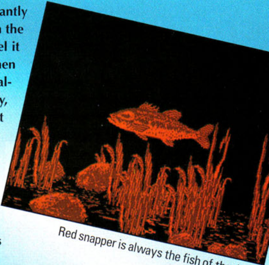
VIRTUAL FISHING

T•HQ

The acquisition group at T•HQ has scoured the world in search of new and interesting games and recently they netted a rare Japanese specimen called Virtual Fishing for Virtual Boy. When we received an early version of the game at Pak Watch, our first reaction was, "No more bass, please." But we were pleasantly surprised. Instead of presenting the number one tournament fish in the universe, Virtual Fishing concentrates on a range of sports fish including Rainbow trout and lowland catfish. The fishing system can be broken into two parts. First, you choose a site along a river, anywhere from the mountains to the flats. Then, facing the far bank of the river, you cast your lure and reel it in. At this point, you chant "here, fishy, here, fishy" and hope that your red and black lure looks like an exotic, juicy fly to the virtual trout lurking below the virtual waves. When your prayers are answered and a monster Rainbow hits the line, a quick flick of the rod sets the hook and the screen view changes to a side-angle showing the struggling fish under the surface. In this new perspective, your gilled adversary valiantly rages against the injustice, not to mention the hook and line. You let it run, then reel it in a bit, then let it run again, then reel, run, reel, run, reel. It's actually fun in a mindless, fishy way, but the game isn't all here yet so we don't want to make any judgement. If any bass fans out there are worried that this is a sign of the end of civilization, fear not. T•HQ is already hard at work on a second Bass Master's title.







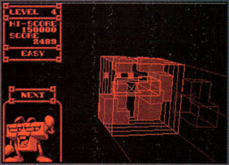
Red snapper is always the fish of the day.

EXCLUSIVE FIRST LOOK

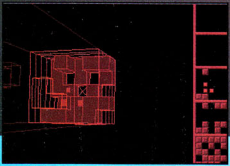
3-D TETRIS

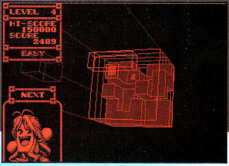
NINTENDO

One year ago during the Winter CES in Vegas, your intrepid Pak Watch reporter ran into Henk Rogers, president of Bullet-Proof Software of Japan and one of the leading figures in bringing Tetris out of Russia to Nintendo. The discussion centered on Virtual Boy and how people perceive objects in three dimensions. Henk believed at the time that true 3-D puzzles might confuse players who tend to think strategically in two dimensions. Well, it seems that Henk managed to wrap his mind around the concept and get comfortable enough with it to develop 3-D Tetris. Imagine full, 3-D tetrad blocks dropping into a well. You see the shadow of the tetrad on the surfaces below, which helps you align the block so that it slips into an open space. When you fill an entire layer, the layer drops away just like a row disappearing in the original game. Players may rotate the view to a perspective that they find comfortable and choose from several options including one game in which you replicate intricate shapes composed of tetrads. Tetris awakened an entire population of latent gamers who picked it up on Game Boy and haven't put it down yet. 3-D Tetris could do the same thing on Virtual Boy. Nintendo of America plans to bring 3-D Tetris to the Virtual Boy in early 1996.



Multiple modes of 3-D madness.

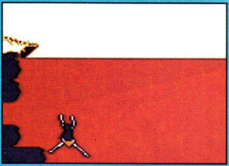


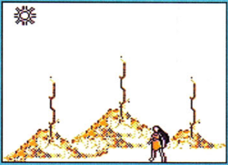


DISNEY'S POCAHONTAS

T•HQ

The story of Pocahontas came to life last year thanks to the magic of Disney animation. Soon, some of that same magic will be found in the Game Boy version of Pocahontas from T•HQ. Disney Interactive licensed the Game Boy development of the game while they are creating the Super NES version in-house. Both games share several features, such as the fact that both Pocahontas and Meeko her friendly raccoon can be controlled alternately in the game. An early version of Pocahontas arrived at the Pak Watch desk thanks to T•HQ. Both princess and raccoon were animated fully and had to work together to overcome obstacles. At this stage, the game puzzles tend to be non-violent, but with an action component such as jumping to a ledge or pushing a boulder. The game design places an emphasis on low key interaction in-keeping with the peaceful nature of Pocahontas' character. According to the concept developers at Disney Interactive, the Pocahontas games are designed with a female audience in mind, but they have found that male players also enjoy the action and puzzles. Pocahontas represents a significant step forward for providing female game players with an interesting game that isn't demeaning. Good job, T•HQ and Disney Interactive!





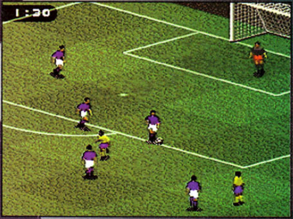
The heart-warming story of a woman and her racoon.

EXCLUSIVE BREAKING NEWS

SOCCER ON THE NU 64

EA SPORTS

EA Sports, the leading publishers of sports video games, has joined the Nintendo Ultra 64 dream team. Nintendo and Electronic Arts jointly announced that EA will design a special version of FIFA SOCCER for Nintendo's 64-bit super system. Our Pak Watch sources here at NOA report that early development on the game is dazzlingly realistic with excellent animation. Design specs call for hundreds of international teams and lightning fast action. The NU 64 controller should make the play control in this (and other sports games) the most realistic for any video game or computer system. According to Larry Probst, chairman and CEO of Electronic Arts: "Electronic Arts looks forward to breaking new ground in sports video game realism by fully exploiting the Nintendo Ultra 64's capabilities and creating a version of FIFA Soccer that will make players feel like they have been transported to the center of the stadium." Sounds good to us, but we'll have to wait until the 1996 holiday season for this title.

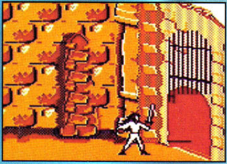


This Super NES version of FIFA looked and played great, but the NU 64 game may replace the World Cup as the most popular sports program on TV.

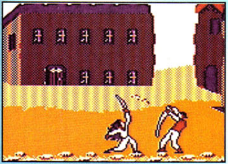
CUTTHROAT ISLAND

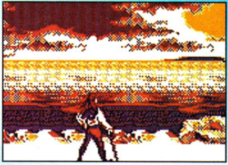
ACCLAIM

The weapon of choice for 17th century swashbucklers was the cutlass, a light sword with great flexibility and strength, ideal for battles in tight places such as onboard ships. Cut Throat Island from Acclaim takes you back to those days. In the Game Boy Cutthroat Island, you play the part of Morgan Adams, the lady pirate portrayed in the recent film. From the moment you begin, thugs and skilled swordsmen stand in your way. Initially, you have only a few moves, but as your swordsmanship improves, you learn new techniques. Your enemies also become more skilled, and other obstacles such as bystanders throwing bombs at you tend to make duels more difficult. The adventure begins in Jamaica and moves from town to town, sometimes in the streets and sometimes inside taverns or elsewhere. Eventually you'll fight your way back to your ship off the coast. What makes CutThroat Island interesting is that you have to master different moves. In the end, you'll be one of the greatest swordsmen or swordswomen ever to sail the seven seas. CutThroat Island for Game Boy should reach stores before the end of 1995, but the Super NES game may not show up until after the New Year.



The heart warming story of a woman and her death—dealing sword.





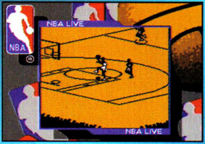
INSIDER UPDATE

KI CONNECTION

For all you X-Band fanatics out there, don't miss the *Killer Instinct* tournament that is starting about the time you receive this magazine. Catapult reports that Super NES X-Banders are spending about half their time on KI. The Killer Tournament will last for two weeks with the winner taking home $500 dollars and a guest-of-honor spot on a live Nintendo Power Source auditorium event coming up in 1996. Now there are two reasons for you to get connected.

NBA LIVE

Super Game Boy isn't always the answer. In the case of *NBA LIVE '96* from Black Pearl, the Super Game Boy option looks terrific, but the regular Game Boy option plays much better. The final version of the EA Sports title contains most of the features found in the Super NES game including Exhibition mode, Season mode and Playoffs with all the NBA teams including the expansion Raptors and Grizzlies. Game options include substituting players and choosing offensive and defensive strategies and match-ups, plus a very cool coaching option. Even with all the excellent goodies, though, the Super Game Boy version is slow and has problems with the graphics breaking up. On Game Boy, the speed and graphics seem to have fewer problems and you still have all the great play options.



PREHISTORIC FUTURE

It seems that several titles from Titus will make it to market this month after lengthy delays. Our sources at Titus told Pak Watch that an infusion of cash and a new commitment to the American marketplace have been made by the parent company in France. As a result, *Prehistorik Man*, *Ardy Lightfoot* and *Sink Or Swim* will be released beginning in January. Much of the change has to do with Joe Morici, formerly the president of Capcom USA, who was brought on as a consultant and who may take over the reigns of Titus in the States. The three games to be released have been covered previously in Power and all three titles are solid Super NES games. Prehistorik Man rated very high at the Nintendo evaluation center in Redmond and Ardy Lightfoot has good graphics and play control. Sink Or Swim combines platform action with puzzle-solving as you try to rescue people from a sinking ship.

THE LOST VIKING LIMBO

In a recent conversation with officials at Interplay, Pak Watch learned that T*he Lost Vikings II* has not been lost. The sequel to the inventive Super NES game, The Lost Vikings, was received at NOA several months ago for approval, but Interplay hasn't ordered production units yet. What gives? Marketing strategy. Interplay wants to introduce The Lost Vikings II on several platforms all at once. So, even though the Super NES version is finished already, fans will have to wait until later in 1996 for the release of the game.

CUTTHROAT CONTEST

Acclaim has buried treasure somewhere in the Florida Keys and you could be the swashbuckling hero to dig it up. The *Cutthroat Island* sweepstakes challenges players to find five treasure chest symbols in the game. If you find the symbols, you'll reach a secret screen containing three questions about the game. To enter the contest you must answer the questions on the entry form (found in the manual) and send them into Acclaim. The grand prize winner and a guest will sail the Keys in a treasure hunting ship, discovering pirate booty and gold. Sound good? Nintendo Power can help. We'll cover Cutthroat Island for the Super NES soon, with plenty of strategic help that may put you in the money. It's the least we can do since we're ineligible.

TREASURE CHESTS COLLECTED

ALL CHESTS COLLECTED!

PRESS A BUTTON TO CONTINUE

T•HQ ROLLS ON

Although T•HQ seems to be in love with Game Boy these days, the company has not turned its back on the Super NES, either. The PGA Tour titles *PGA Tour '96* and *PGA European Tour* are just the tip of the iceberg. Coming up in 1996, players will find three major titles from T•HQ in the first half, including *The Olympics, Road Rash* and a bowling game. A second Bass Master game is also on the way for the Super NES. On the smaller screen, the game link between T•HQ and Disney Interactive means that Toy Story will be released for Game Boy later this year.

A BILLION GAMES IS A LOT OF FUN

In November of 1995, Nintendo set a milestone (or perhaps it should be called a billion milestone) when it shipped its one billionth Game Pak. The one billionth Pak met the media at Nintendo's North Bend, Washington warehouse where product is shipped out to retailers around the country. If you want a stupid numerical comparison, assume that the average Nintendo game takes four hours to play (which is way short) then it would take more than six hundred eight-four thousand years to play one billion games. Mind you, that's not including leap year.

1
BILLION
SOLD

RELEASE FORECAST

Super NES

BASS MASTER II	SPRING '96
CUTTHROAT ISLAND	WINTER '96
GARGOYLES	WINTER '96
THE LOST VIKINGS II	FALL '96
MAUI MALLARD	SPRING '96
MEGA MAN X3	WINTER '96
OLYMPICS	SPRING '96
PGA EUROPEAN TOUR	WINTER '96
PINNOCHIO	SPRING '96
POCAHONTAS	SPRING '96
ROAD RASH	SPRING '96
SUPER MARIO RPG	SPRING '96

Virtual BOY

MIGHTY MORPHIN POWER RANGERS	WINTER '96
NESTER'S FUNKY BOWLING	WINTER '96
3-D TETRIS	WINTER '96
VIRTUAL FISHING	WINTER '96

Game BOY

NBA LIVE '96	WINTER '96
NHL '96	WINTER '96
POCAHONTAS	WINTER '96
TOY STORY	WINTER '96

ATTEND THE 1996

ELECTRONIC ENTERTAINMENT

EXPO

E3

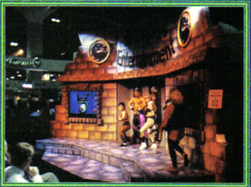
LOS ANGELES '96

SEE THE NEWEST GAMES. PLAY THE FUTURE HITS. BE A PART OF GAMING HISTORY.

electronic entertainment expo

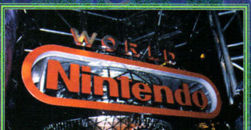
Grand Prize

GO TO E^3 IN LOS ANGELES! ATTEND THE LARGEST INTERACTIVE GAMING TRADE SHOW IN THE WORLD!



- Check out all the games for Nintendo's ULTRA 64!
- Hang with the Power editors in Nintendo's booth. You can't get in any other way.
- Mingle with industry insiders and mix with the movers and shakers!
- Hear the news as it breaks!

This show is NOT open to the public. You can watch it at home on the news or you can live the experience with Nintendo Power Magazine!



Second Prize 5 Winners

Exclusive Power Press Kits

SWAG
TRINKETS
BROCHURES
TRASH
nintendo
VIRTUAL BOY

Review the hottest news, the raw data, all the information. Know the whole story behind the latest developments in electronic entertainment from the Power editors perspective. Plus, pick up a few grab bag goodies we can't even mention yet...

GAME BOY
Arcade Classics
Galaga
Galaxian
Millipede
Centipede
Asteroids
Missile Command

GAME BOY
SUPER NINTENDO

Third Prize

50 WINNERS

Nintendo Power T-shirts

Look like an industry insider!

OFFICIAL CONTEST RULES

To enter, either fill out the Player's Poll response card or print your name, address, telephone number, Vol. 80, and the answer to the trivia question on a plain 3 1/2" x 5" card. Mail your entry to this address:

NINTENDO POWER
PLAYER'S POLL VOL. 80
P.O. BOX 97062
Redmond, WA 98073-9762

One entry per person, please. All entries must be postmarked no later than February 1, 1996. We are not responsible for lost or misdirected mail.

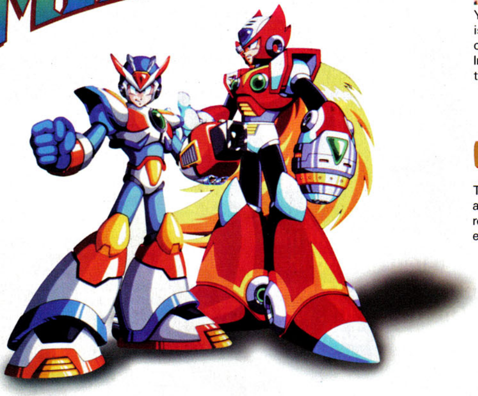
On or about February 15, 1996, winners will be randomly drawn from among all eligible entries. By accepting their prizes, winners consent to the use of their names, photographs, or other likenesses for the purpose of advertisements or promotions on behalf of "Nintendo Power" magazine or Nintendo of America Inc. (NOA) without further compensation. Prizes are limited to one per household. Chances of winning are determined by the total number of entries received. The ratio of prizes to entry cards distributed is 56:1,000,000. No substitution of prizes is permitted. All prizes will be awarded. To receive a list of winners, which will be available after February 29, 1996, send your request to the address above.

GRAND PRIZE: The Grand Prize Winner will win a trip to the 1996 Electronic Entertainment Expo on in Los Angeles, California. If under 18, the winner must be accompanied by a parent or guardian. Included in the prize are round-trip airfare, hotel accommodations, E3 passes for two, and an escorted floor tour. The winner must provide a written release to NOA. Estimated total value of all prizes is $5,000. Exact date of the trip is subject to determination by NOA. Some restrictions apply. Valid only in the U.S. and Canada. Void where prohibited by law. Not open to employees of NOA, its affiliates, agencies or their immediate families. This contest is subject to all federal, state and local laws and regulations.

Coming Next Issue.........

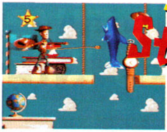
Volume 81, February 1996

MEGA MAN X3™



The mighty Mega Man returns for another riveting story of mechanized mayhem in Mega Man X. Read about Zero, the Blue Bomber's new partner in the February issue of Nintendo Power Magazine.

Toy Story



Yeehaw! The box office hit of the season is a stellar smash on the Super NES. Check out the stunning graphics in Disney Interactive's Toy Story, a game destined to one of your favorites.

NESTER'S FUNKY BOWLING

Take a pinhead bowling. Nester's back in a funky bowling feature. Volume 81 reviews a cool bowling game that has everything except stinky bowling shoes.

DKC 2 Codes

Back in Cranky's day, games didn't have codes, but that was before Nintendo Power. Next month's issue lets you go bananas and monkey around with some cool codes for Donkey Kong Country 2: Diddy's Kong Quest.

Game List

Super NES

1. Addams Family Values
2. The Adventures of Batman & Robin
3. Aerobiz Supersonic
4. AAAHH!!! Real Monsters
5. Animaniacs
6. Bass Masters Classic
7. Bassin's Black Bass with Hank Parker
8. Batman Forever
9. Big Sky Trooper
10. Blackthorne
11. Boogerman
12. Breath of Fire 2
13. Brett Hull Hockey '95
14. Brutal: Paws of Fury
15. Bust A Move
16. Castlevania Dracula X
17. Chrono Trigger
18. Civilization
19. Cutthroat Island
20. Demolition Man
21. Demon's Crest
22. Dirt Trax FX
23. Disney's Aladdin
24. Donkey Kong Country
25. Donkey Kong Country 2: Diddy's Kong Quest
26. Doom
27. Doom Troopers
28. Dragon: The Bruce Lee Story
29. Dragon View
30. Drop Zone
31. EarthBound
32. Earthworm Jim
33. Earthworm Jim 2
34. Emmitt Smith Football
35. Fatal Fury Special
36. FIFA International Soccer
37. FIFA International Soccer '96
38. Final Fantasy II
39. Final Fantasy III
40. Final Fight 3
41. Frank Thomas: "Big Hurt" Baseball
42. Gargoyles
43. Godzilla: Destroy All Monsters
44. Grid Iron Glory
45. Home Improvement
46. Illusion of Gaia
47. Indiana Jones' Greatest Adventures
48. Judge Dredd
49. Jungle Strike
50. Jurassic Park 2
51. Justice League Task Force
52. Ken Griffey Jr. Presents: MLB
53. Killer Instinct
54. King Arthur & The Knights of Justice
55. Kirby's Dream Course
56. The Legend of Zelda: A Link to the Past
57. Lemmings 2
58. The Lion King
59. Looney Tunes B-ball
60. MLB Presents Ken Griffey's Winning Run
61. Madden NFL '96
62. Mario Paint
63. The Mask
64. Mechwarrior 3050
65. Mega Man X
66. Mega Man X2
67. Mega Man X3
68. Mega Man 7
69. Metal Warriors
70. Mickey Mania
71. Might & Magic III: Isles of Terra
72. Mighty Morphin Power Rangers: The Movie
73. Mortal Kombat
74. Mortal Kombat II
75. Mortal Kombat 3
76. NBA Give 'n Go
77. NBA Jam
78. NBA Jam Tournament Edition
79. NBA Live '95
80. NBA Live '96
81. NFL Quarterback Club '96
82. NHL '95
83. NHL '96
84. NHL Stanley Cup
85. Ninja Gaiden Trilogy
86. Nosferatu
87. Ogre Battle
88. The Phantom 2040
89. Pitfall: The Mayan Adventure
90. Pocahontas
91. Primal Rage
92. Revolution X
93. RoboTrek
94. Romance of the Three Kingdoms IV: Wall of Fire
95. Samurai Shodown
96. Scooby Doo Mystery
97. Secret of Evermore
98. Secret of Mana
99. SimCity
100. Spawn
101. Spider-Man & Venom in Maximum Carnage
102. Spider-Man:The Animated Series
103. Star Trek: Deep Space Nine
104. Star Trek: Star Fleet Academy
105. Star Fox
106. StarGate
107. Street Fighter II Turbo
108. Stunt Race FX
109. Super Bomberman 2
110. Super Mario All-Stars
111. Super Mario Kart
112. Super Mario World 2: Yoshi's Island
113. Super Metroid
114. Super Punch-Out!!
115. Super R.B.I. Baseball
116. Super Return of the Jedi
117. Super Street Fighter II
118. Swat Kats
119. Syndicate
120. Tecmo Secret of the Stars
121. Tecmo Super Bowl III: Final Edition
122. Tetris & Dr. Mario
123. Tiny Toons Wacky Sports
124. Top Gear 3000
125. Toy Story
126. True Lies
127. Uncharted Waters New Horizons
128. Uniracers
129. Urban Strike
130. War 2410
131. Waterworld
132. Wario's Woods
133. Wayne Gretzky and the NHLPA All-Stars
134. WeaponLord
135. Whiz
136. WildC.A.T.S.
137. Wolverine
138. WWF Raw
139. WWF Wrestlemania: The Arcade Game
140. X-Men: Mutant Apocalypse
141. Zoop

Game Boy

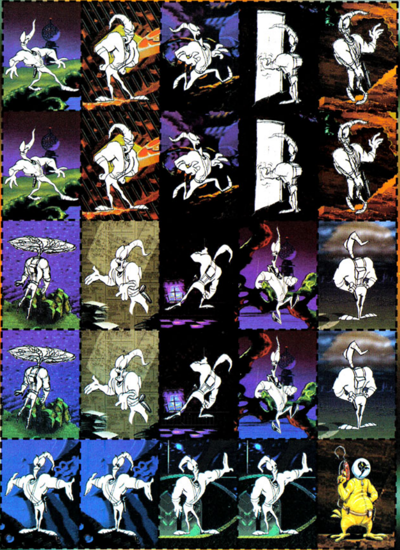
142. Aladdin
143. Alien Games
144. Animaniacs
145. Asteroids/Missile Command
146. Batman: The Animated Series
147. Casino Funpak
148. Centipede/Millipede
149. Contra: The Alien Wars
150. Cutthroat Island
151. Defender/Joust
152. Desert Strike
153. Donkey Kong
154. Donkey Kong Land
155. Dr. Mario
156. Earthworm Jim
157. FIFA Soccer '96
158. Foreman for Real
159. Frank Thomas Big Hurt Baseball
160. Galaga/Galaxian
161. The Getaway
162. Judge Dredd
163. Jungle Strike
164. Jurassic Park 2
165. Killer Instinct
166. Kirby's Dream Land
167. Kirby's Dream Land 2
168. Kirby's Pinball Land
169. The Legend of Zelda: Link's Awakening
170. The Lion King
171. Madden '96
172. Mario's Picross
173. Mega Man V
174. Metroid II: Return of Samus
175. Mortal Kombat II
176. Mortal Kombat 3
177. NBA Jam
178. NBA Jam Tournament Edition
179. NBA Live '96
180. NHL Hockey '95
181. NHL '96
182. PGA Tour Invitational
183. Primal Rage
184. Super Return of the Jedi
185. Samurai Shodown
186. Shaq Fu
187. Space Invaders
188. Star Trek: Generations
189. Street Fighter II
190. Super Mario Land
191. Super Mario Land 2 6 Golden Coins
192. Tetris
193. Tetris Blast
194. Tetris 2
195. True Lies
196. Vegas Stakes
197. Wario Blast
198. Wario Land: Super Mario Land 3
199. WWF Raw
200. Zoop

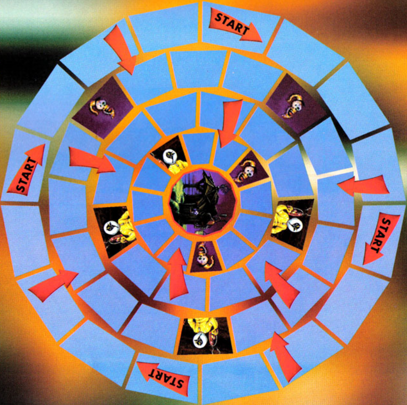
Virtual Boy

201. Galactic Pinball
202. Golf
203. Jack Bros.
204. Mario Clash
205. Mario's Tennis
206. Mighty Morphin Power Rangers
207. Nester's Funky Bowling
208. Panic Bomber VB
209. Red Alarm
210. TeleroBoxer
211. 3-D Tetris
212. Vertical Force
213. Virtual League Baseball
214. Wario Land
215. Waterworld

OtherPicks

216. Cruis'n USA (NU 64)
217. Doom (NU 64)
218. Killer Instinct (NU 64)
219. Nintendo Ultra 64
220. Super Mario RPG (Super NES)
221. Virtual Boy





DumCowGame (No MSG)

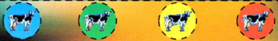
Cut out the markers and board, and find some dice. Up to four players moove along the path to reach the old cow shed.

Start with your marker off the board, roll a die, and count the first space on the board as one. If you land on Psy-crow, you skip a turn. But land on Jim, and you get to roll again!

First one to the shed wins!

Jim Flipper

This game can be played alone, or with up to four players. Shuffle and place the 25 cards face down. Flip two per turn, removing any matching pairs from the board. If they're not a match, flip 'em back over. If you're unlucky enough to flip the Psy-crow card, you lose two of your matches. The flipper with the most matches wins! If playing alone, count how many turns it takes you to clear the board: under 20 = Genius, 20-25 = Pretty Darn Good, 30 or more, concentrate!



EARTHWORM
JIM
2

2

BACK ISSUES

These Nintendo Power issues are available individually. Add them to your collection! They contain these exciting reviews:

Volume 64 (Sept. '94): Mortal Kombat II, Super Bomberman 2, Pocky & Rocky 2, Blackthorne, Aerobiz Supersonic, Vortex, Shein's Revenge, Taz-Mania (Game Boy), The Making of Donkey Kong Country, Killer Instinct Preview.

Volume 65 (Oct. '94): Super Punch Out!!, Final Fantasy III, Maximum Carnage, Mighty Morphin Power Rangers (Super NES), Pac Man 2, Illusion of Gaia, Brain Lord, Mega Man V (Game Boy), Mortal Kombat II (Game Boy), Yogi's Gold Rush, Donkey Kong Country preview, Cruis'n USA preview.

Volume 66 (Nov. '94): Donkey Kong Country, Sparkster, Earthworm Jim, Final Fantasy III, Indiana Jones' Greatest Adventures, Super Adventure Island II, Wild Snake, Contra: The Alien Wars (Game Boy), Killer Instinct preview, Mortal Kombat II codes.

Volume 67 (Dec. '94): Demon's Crest, Earthworm Jim, Zero the Kamikaze Squirrel, Super Return of the Jedi, Uniracers, Tin Star, Wario's Woods (NES), Samurai Shodown (Game Boy), Wario Blast (Game Boy), Casino Funpack (Game Boy).

Volume 68 (Jan. '95): The Lion King, Robotrek, The Adventures of Batman & Robin, Pitfall: The Mayan Adventure, Street Racer, Star Trek: Starfleet Academy, Animaniacs, NBA Jam (Game Boy), Daffy Duck: The Marvin Missions, Madden '95 (Game Boy).

Volume 69 (Feb. '95): Mega Man X2, Kirby's Dream Course, The Lion King (Part 2), Sports Scene, Wolverine, seaQuest DSV, Desert Strike: Return to the Gulf (Game Boy), Super Punch Out!!, Donkey Kong Land preview.

Volume 70 (Mar. '95): NBA Jam Tournament Edition, Metal Warriors, Speedy Gonzalez, Tetris & Dr. Mario, Hagane, The Incredible Hulk, Bubsy II, King Arthur & The Knights of Justice preview, EarthBound preview.

Volume 71 (April. '95): StarGate, Spider-Man: The Animated Series, Addams Family Values, The Lion King, Sports Scene, Mario's Picross, NBA Jam Code Special, Latest News on the Ultra 64, Banana Bucks, Secret of Evermore.

Volume 72 (May. '95): Kirby's Dream Land 2, True Lies, Justice League Task Force, The Flintstones, Warlock, Porky Pig's Haunted Holiday, Fatal Fury Special, PGA European Tour, Mortal Kombat III Sneak Preview, X-Band Modem, Nintendo Power Online.

Volume 73 (June. '95): WeaponLord, EarthBound, Star Trek: Deep Space Nine, Dirt Trax FX, Super Turrican 2, Prehistorik Man, Jungle Strike, Rise of the Phoenix, Super NES Killer Instinct Sneak Preview, Virtual Boy, Life Fitness, Ultra 64 revealed.

Volume 74 (July. '95): Donkey Kong Land, Judge Dredd, Nosferatu, Jungle Strike, Animaniacs, Power Instinct, S.W.A.T Kats, Power Rangers-The Movie, World Heroes 2 Jet, E3 Report, ACM Programming, Sports Scene, RPGs in Japan.

Volume 75 (Aug. '95): Virtual Boy Special, Mario's Tennis, Galactic Pinball, Teleroboxer, Mario Clash, Yoshi's Island: Super Mario World 2, Street Fighter II, Phantom 2040, Ninja Gaiden Trilogy, Judge Dredd, Arcade Classics, Earthworm Jim, ChronoTrigger, Secret of the Stars, Digipen Game Programming College.

Volume 76 (Sept. '95): Killer Instinct, Doom, Red Alarm, VB Golf, Castlevania: Dracula X, The Mask, Dragon: The Bruce Lee Story, Galaga/Galaxian, Donkey Kong Land 2, The Syndicate, Chrono Trigger, Romance of the Three Kingdoms IV, H. Lincoln & M. Arakawa profile.

Volume 77 (Oct. '95): Super Mario World 2: Yoshi's Island, Batman Forever, Primal Rage, AAAHH!!! Real Monsters Mega Man 7, Vertical Force, Panic Bomber, Aladdin (Game Boy), Civilization, Secret of Evermore, Super Mario RPG preview, Sports Scene.

Volume 78 (Nov. '95): Mortal Kombat 3, Spiderman and Venom: Separation Anxiety, Big Sky Trooper, Boogerman, Zoop, Waterworld for Virtual Boy, Virtual League Baseball, Killer Instinct, Super Return of the Jedi, Defender/Joust, Wizard's Realm, Secret of Evermore, Anniversary Celebration, Sports Scene.

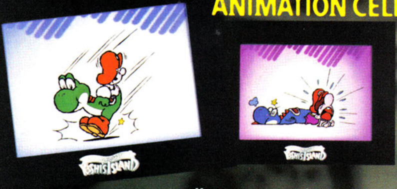
Volume 79 (Dec. '95): Donkey Kong Country 2: Diddy's Kong Quest, Virtual Boy Wario Land, Waterworld, Sports Scene, WWF WrestleMania: The Arcade Game, Vegas Stakes for Game Boy, Mortal Kombat 3, Mechwarrior 3050, Urban Strike, Shoshinkai Preview, Secret of Evermore, P.T.O. II.

Use the Back Issue/Tip Book Order Form in this issue to order past Nintendo Power issues and books, or call our Consumer Service department at 1-800-255-3700 to order by phone with Visa or MasterCard.

MONEY CAN'T BUY YOU EVERYTHING

Not just anyone can purchase items from a Super Power Supplies Catalog. Only Nintendo Power magazine subscribers receive this treasured tome, packed with exclusive, cutting-edge merchandise you won't see in a store. The kind of stuff everyone wants, but nobody can find. No one except you.

LIMITED EDITION YOSHI'S ISLAND ANIMATION CELLS



A collectors item. A limited production of 1,000 hand numbered and hand assembled cels are available.

YOSHI SWEATSHIRT

YOSHI HAT

Yosher's smilin' cause you're stylin'.

Design available on T-Shirt also.

SUPER POWER SUPPLIES 1-800-882-0053

Nintendo®